THE ART OF METAL GEAR SOLID I-IV

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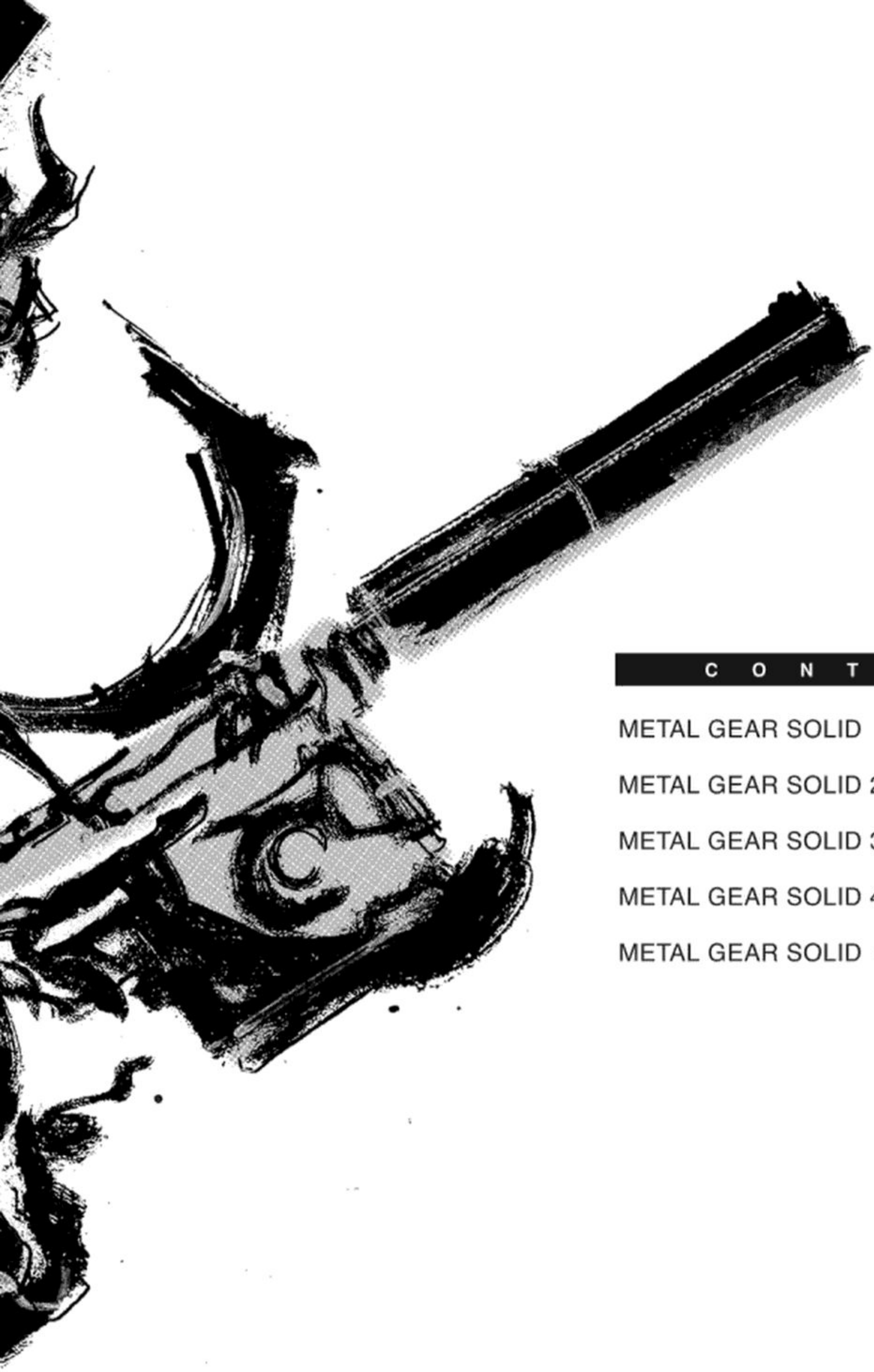
Studio Works

Translated by
Zack Davisson • Mari Morimoto • Heidi Plechl
with Takahiro Moriki • Kumar Sivasubramanian
Studio Cutie

DARK HORSE BOOKS

Матеріал, захищений авторським правом

Материал защищен авторским правом



C O N T E N T S

METAL GEAR SOLID 004

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METAL GEAR SOLID PEACE WALKER 330

Матеріал, захищений авторським правом

Solid Snake

A 1. For polygon character:
- Character height
- Units: cm

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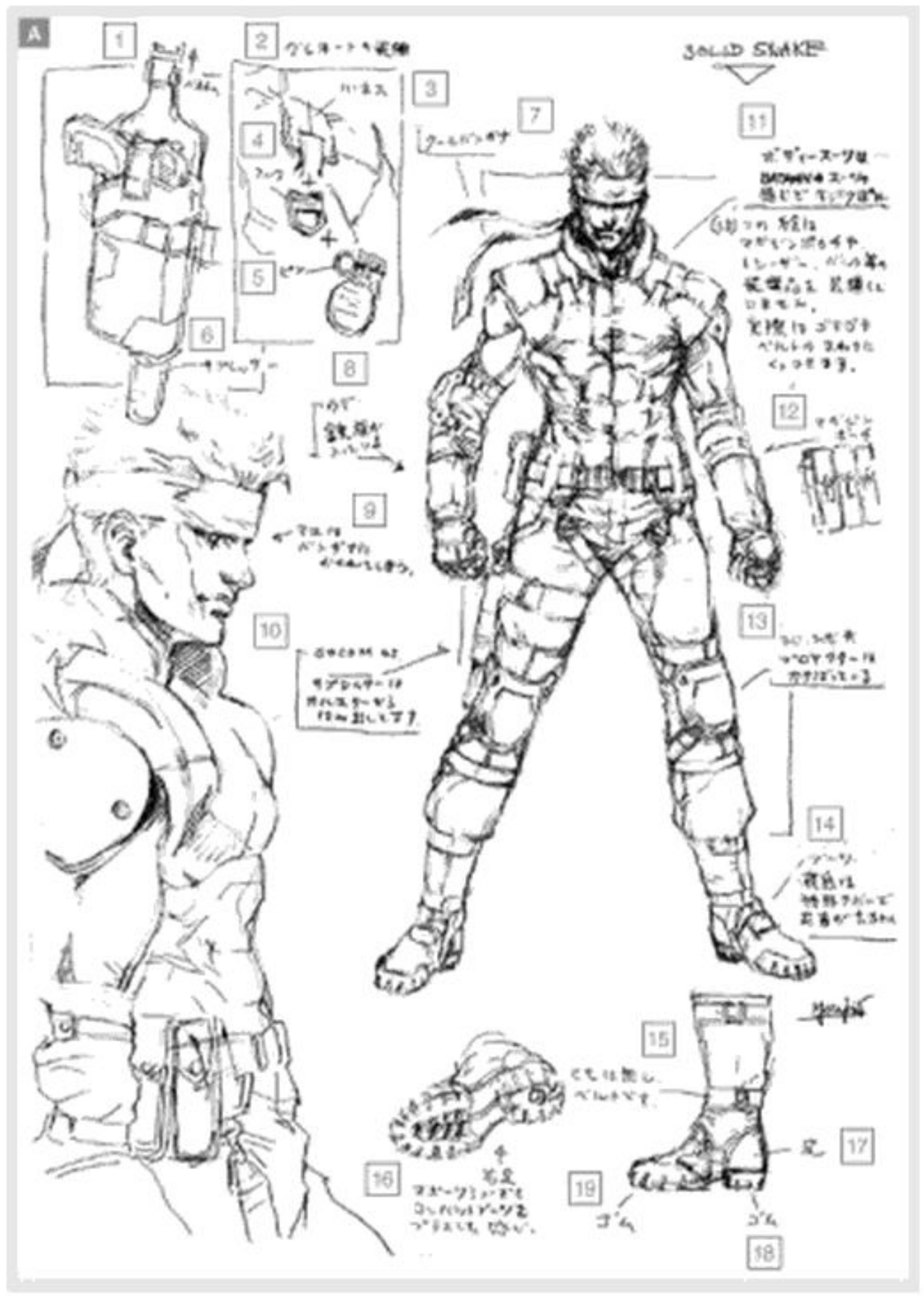

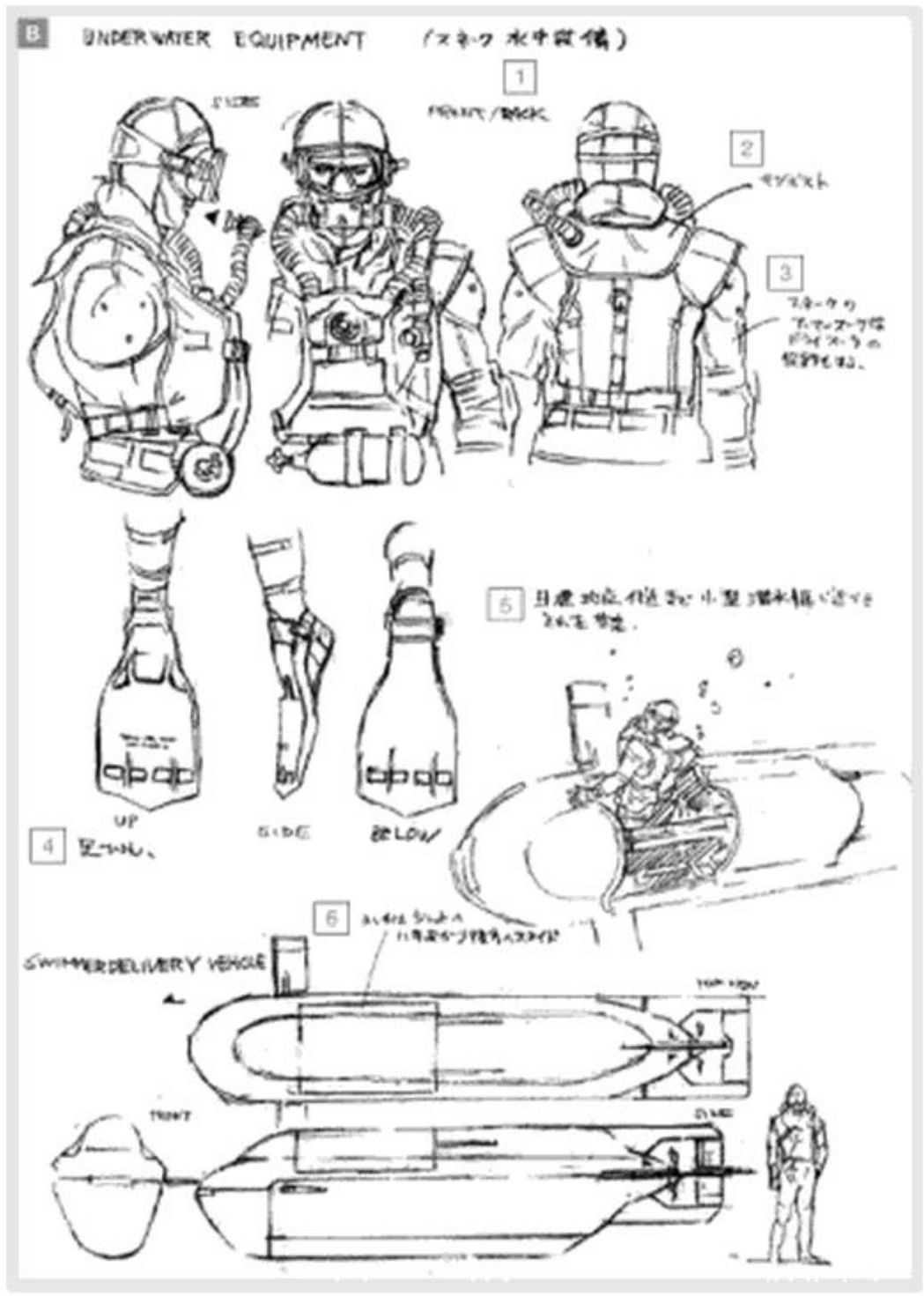

A
1. Belt
2. Grenade armament
3. Harness
4. Hook
5. Pin
6. Suppressor
7. Cool bandana
8. Arm has metal plate.
9. Eyebrows are hidden by the bandana.
10. SOCOM 45
    - Suppressor sticks out from holster.
11. Body armor is muscular, like that of Batman.
    - Note: This drawing does not contain equipment such as magazine pouches, scissors, or backpack.
    - The area around his belt will actually be completely covered with items.
12. Magazine pouches
13. His knees and elbows are both covered by angular protectors.
14. Boots
15. No laces, it's a strap.
16. Right foot
    - As if elements of combat boots have been added to athletic shoes.
17. Leather
18. Rubber
19. Rubber

B
1. Snake's underwater equipment
2. Sub vest
3. Snake's body armor also acts as a dry suit.
4. Fins
5. He approaches the target area in a small sub, which he then discards.
6. Put the hatch a little higher
    - It pops up and then slides back.

C
1. Snake at briefing
2. • Messy hair, like Jonathan
   • Scruffy beard

D
1. Fastener on back can't be opened or closed, can only be removed from the front.

Матеріал, захищений авторським правом

Solid Snake

A 1. Solid Snake's civilian clothes during closing scenes.
2. • Black leather half-length coat
• Dark brown turtleneck sweater
• Dark gray pants
• Brown gloves
3. Rear view of half-length coat
4. Snake: shirtless, no scars.
5. Solid Snake reference for modeling.
6. No bandana

B 1. Can be removed with a *"BAM"*
2. Like a molting cicada *"SWAAAY, BURBLE BURBLE"*

Матеріал, захищений авторським правом

A Liquid Snake

B

C

A 1. Liquid Snake: tattoo
2. Liquid Snake: expression

B 1. Liquid Snake: revised version (version 2) of center-closing coat.

C 1. Liquid Snake: shirtless three-sided view.

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Meryl Silverburgh

Матеріал, захищений авторським правом

A 1. Draw the side locks.
2. The neck may be a little too thick.
3. Sorry, but please make the shoulder strap wider.
4. Tighten the mouth.
5. More volume to the bangs.

B 1. Meryl's jacket
2. Be sure to draw the wrinkles in the fluffy part.

C 1. About sixteen years old.
• Tall at 172 cm (I'm so jealous).
2. It's very cold, at least give her a down jacket outside. You could die like that!

Матеріал, захищений авторським правом

A

B

C

D

A 1. Comparison to Snake
2. Sh—she's huge!
3. Comparison to normal girl
4. Accessory belt
5. This is a DE50AE
6. Combat knife on the right hip
7. Hook
8. This is Velcro
9. Gloves incorporate something like the hand covers of a ninja.
   • They can even stop knives!
10. Combat boots with no laces. They use zippers and Velcro.
11. Meryl Silverburgh
12. Aloof
13. Tattoo

B 1. Sorry . . .
2. Glove
3. Meryl keeps her knife at her hip to hide how long it is and to keep her attackers off balance. Her stance is similar to that of a ninja.

C 1. Meryl shooting concept
2. No. 1
   • What do you think about her shooting with one hand? It's aggressive.
   • Should we have the left hand cross over as shown below, or bring it together under the right hand?
3. No. 2
   • Showing the left hand under the right.
4. No. 3
   • Having the left hand completely free may make for a better-looking model.
5. Of course, there is a greater gun kick when shooting with one hand, but I've heard it said that since the force of the recoil goes from your arm to your shoulder, it can seem easier than when shooting with two hands.
6. "He he he . . ."
7. When being manipulated by Psycho, she shoots with two hands, which is different from her usual form. Her center of gravity isn't balanced, and it is like she is being led by the gun (Nikita-style shooting).

D 1. Meryl in sneaking suit for MGSC

Матеріал, захищений авторським правом

A

Hal Emmerich

B

C

Mei Ling

D

Naomi Hunter

A 1. Otacon

B 1. Unconstrained crying
2. Habit
3. Otacon expressions

C 1. Mei Ling

Матеріал, захищений авторським правом

A

Jim Houseman

B

Roy Campbell

C

Nastasha Romanenko

D

Master Miller

A 1. Secretary of defense B 1. Colonel Campbell C 1. Nastasha D 1. Master Miller

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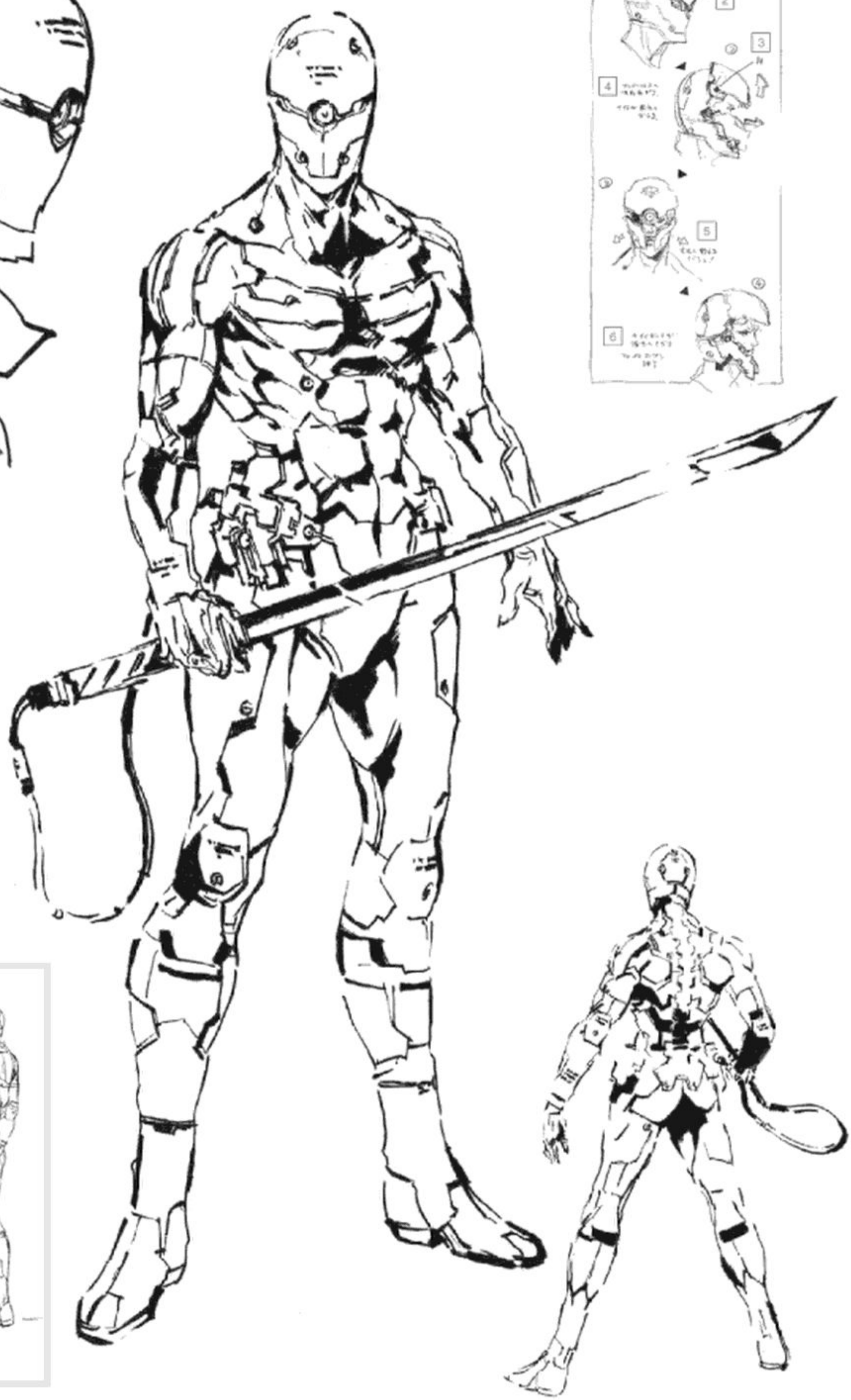
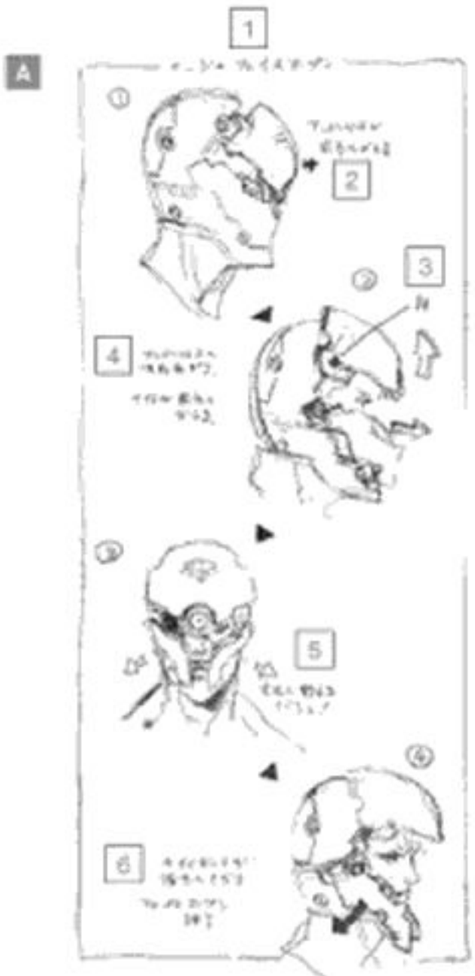


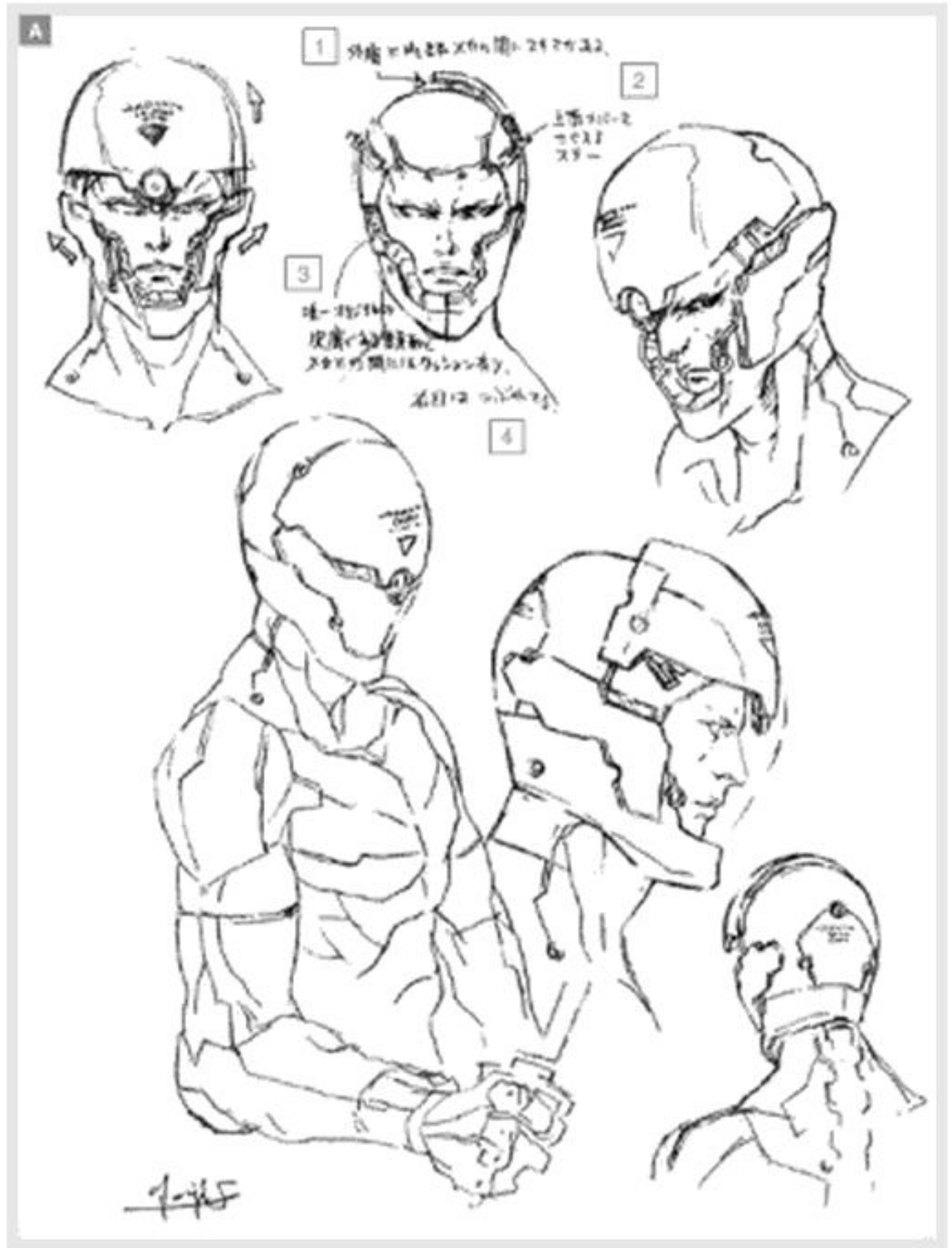


Cyborg Ninja

A 1. Opening the Ninja face
2. Upper guard slides forward
3. Pivot
4. The upper part pops upward
   • The side slides forward
5. Left and right split apart
   • *"PSHH"*
6. Side guards slip toward the back, completing the operation and exposing the face.

B 1. Three-sided view of Ninja

Матеріал, захищений авторським правом



A
1. Gap between skin and internal mechanism.
2. Bar for supporting upper face cover.
3. Cushion between the only remaining original skin on the face and the mechanism.
4. Missing the right eye

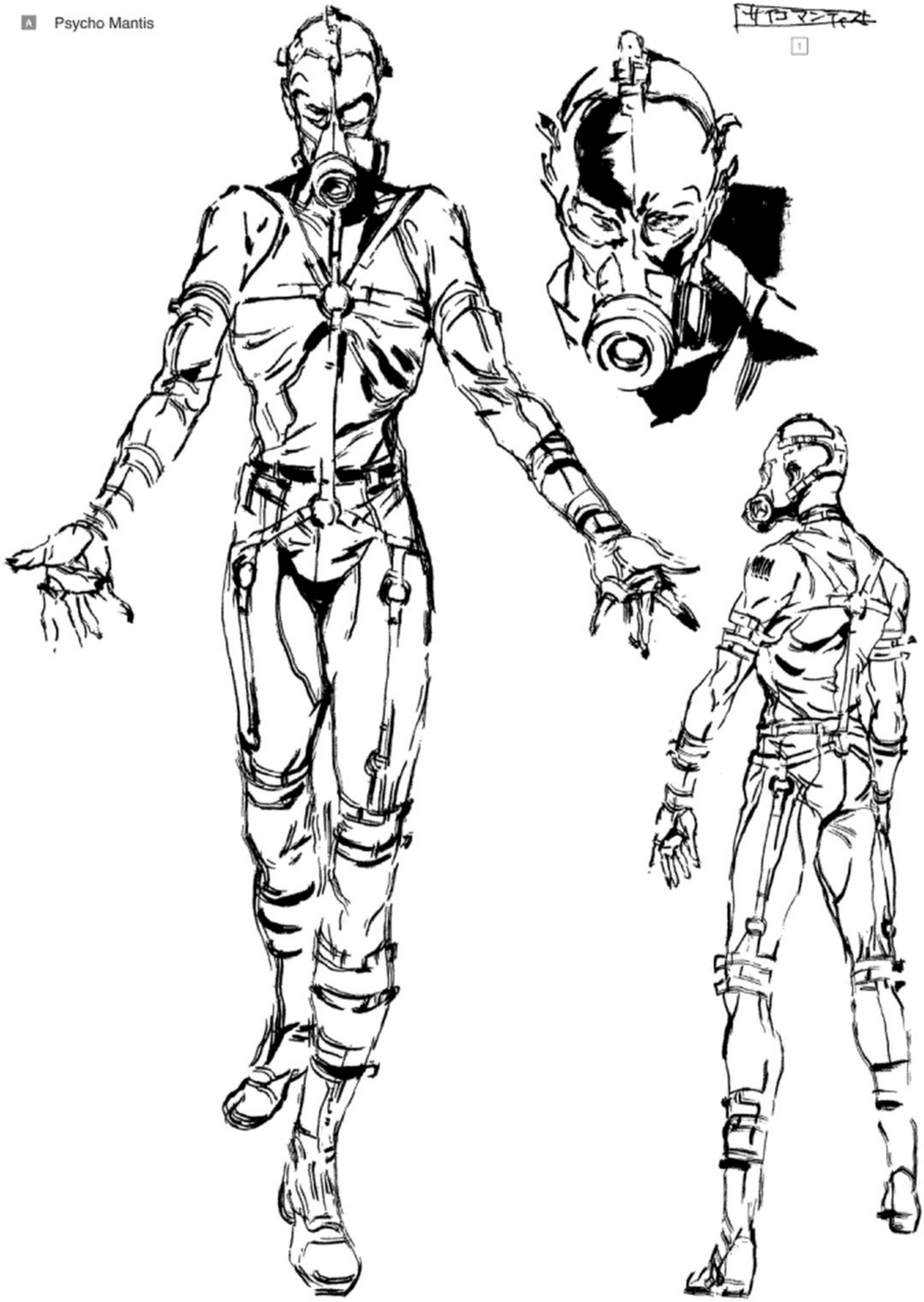
B
1. Ninja's laser gun arm
2. *"KACHIK"*
3. Cartridge release button
4. Energy cartridge
5. Bumper
6. Note: I think the gun might be a little too large in this drawing.
7. Energy packs stored at the hip.
8. Energy cartridge — Seventeen continuous seconds from one pack.
9. Separate part starts here.
10. Stamped
11. Packs hang from the hip
12. Moving sensor?
13. Camera lens
14. Muzzle
15. Laser device
16. The board in the middle is for mounting modules.

C
1. Gray Fox (before)
2. *"Nnn! Ahh!"*
3. *"SKSH SKRSH"*
4. Ninja being crushed by Metal Gear.
5. Head shape
6. Elongated toward the front
7. The back portion is completely mechanical. Since the face is a mask, it is longer in that direction.

D
1. Ninja's arm being blown off.
2. "More than the arm—his shoulder is shot, and the arm is ripped off.
3. Blood gushes out
4. Point: white of clavicle
5. Muscle ("The blood has been left out of this drawing).

Матеріал, захищений авторським правом

A Psycho Mantis

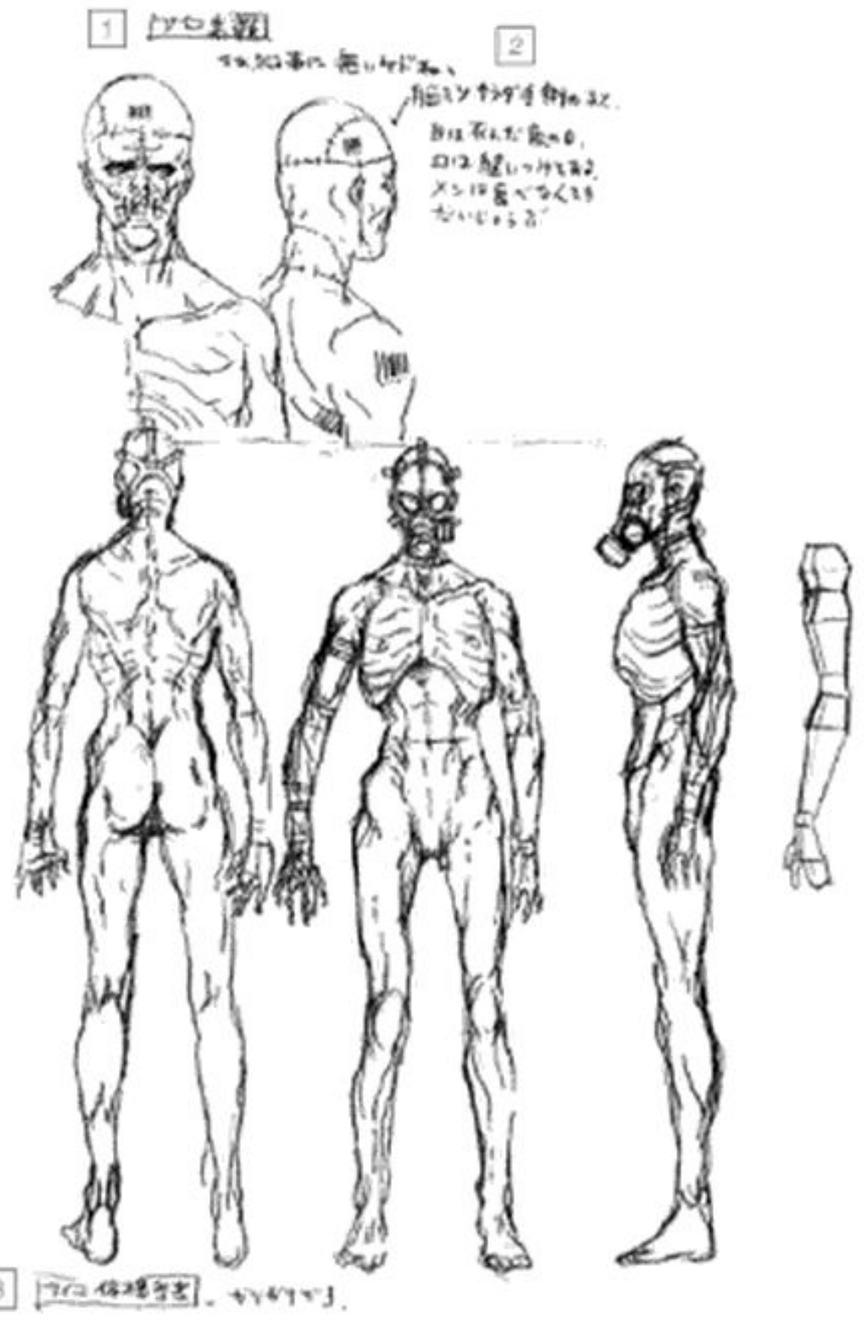


A 1. Psycho Mantis

Матеріал, захищений авторським правом

A

B



C

D

A 1. *Psycho gloves*
2. Wraps a strap around the combat boots with fasteners.
3. *Psycho Mantis coat*

B 1. Pycho's actual face.
2. Even though we'll never see it . . .
- Scars from the brain surgery.
- Dead eyes. Fish eyes.
- Mouth is stitched closed. He doesn't need to eat.

3. Reference for Psycho body shape.
- Skin and bones.

C 1. Three-sided view for making polygon models.

D 1. Body like a mantis. Skin and bones. Wears a mask to hide his ugly face. Everything came together perfectly!
2. Is this the true face of the secretive Psycho? We all have our dark side . . .

Матеріал, захищений авторським правом

A
1. Colors
2. Head = green
3. Important points are: Head, hands, feet, and other end parts should be greenish. Elbows, knees, hips, and other joint parts should be dark grayish.
4. Elbows = dark gray
5. Pouch = dark gray
6. Gloves = green
7. Knees = dark gray
8. Boots = green
9. It would be nice if the opening in her shirt showing her breasts was more "cool" than "sexy." If it is too racy, let's give her a dark gray inner suit. Besides, it's cold.
10. PSG-1. She doesn't need a tripod.

B
1. See separate sheet for more.
2. "Silver," who is tame for Sniper, is the wolf dog pack leader.
3. Silver Wolf

C
1. One eye is covered by her hair.
2. Hair is silky. It flutters when she moves.
3. Turned-up collar
4. Pockets on chest
5. Cocking handle is out
6. FH logo
7. Both elbows
8. Magazine pouch
9. Pockets on both the left and right outer thigh.
10. Pants are short and sexy.
11. Golden stitches
12. Pockets are left out of this drawing.
13. Wearing a leather necklace
14. Breasts should be normal, not too big. Her cleavage should appear natural.
15. Sniper Wolf
    • Slim, overall
16. PSG-1
    • She uses the tripod sometimes.
17. Always carries tranquilizers
18. Muscular
19. Slightly thicker material around the knees (to act as pads). The color should also be slightly darker.
20. Inner lining
21. Combat boots
22. Legs
    Is this what they would look like as polygons? It would be best if they could be shapely.

D
1. Snowfield wolf coat
2. Upper half has the same texture as snow troops. It's different in that it has a hydration pack.
3. Color: gray
4. It's like a canteen, but it would probably freeze
5. Problems: Do we put her hair inside the coat, or leave it out?
   Is the hydration pack necessary?
   What should we do?
6. Likely answers: if we make her wolf-like, it would be best not to have the hydration pack and to keep the hair out.
7. On the right hand, only her index finger is visible. It sticks out of the mitten. Note: the entire finger is not exposed, but is in a thin glove.

Матеріал, захищений авторським правом

A

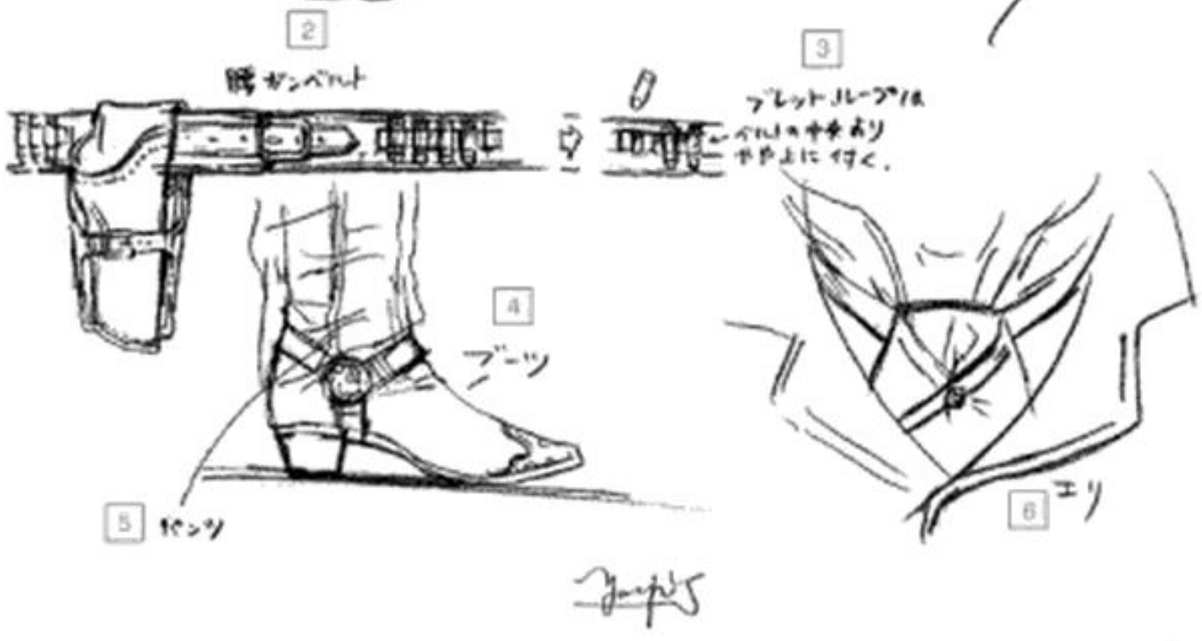
Decoy Octopus

B

Revolver Ocelot

C

D



A 1. Death by FOXDIE

B 1. Mr. Revolver
2. Black vest
3. White shirt
4. Red trim
5. Gold buttons underneath the coat.
6. Silky silver hair. It flutters when moving.
7. Black vest with red trim (waistcoat).
8. Pocket watch chain hangs from button to pocket.
9. Armband (black)
10. Gun belt
11. Red gloves
12. Coat was supplied by FH (same as Liquid's) Open wide in front
13. SAA
• Silver
• Colt medallion on wood of grip
14. Fastener
15. Leather holster on right hip.
16. Cowboy boots

C 1. Revolver
2. Wearing a coat
3. This is a holster
4. Boots
5. Pants
6. Collar

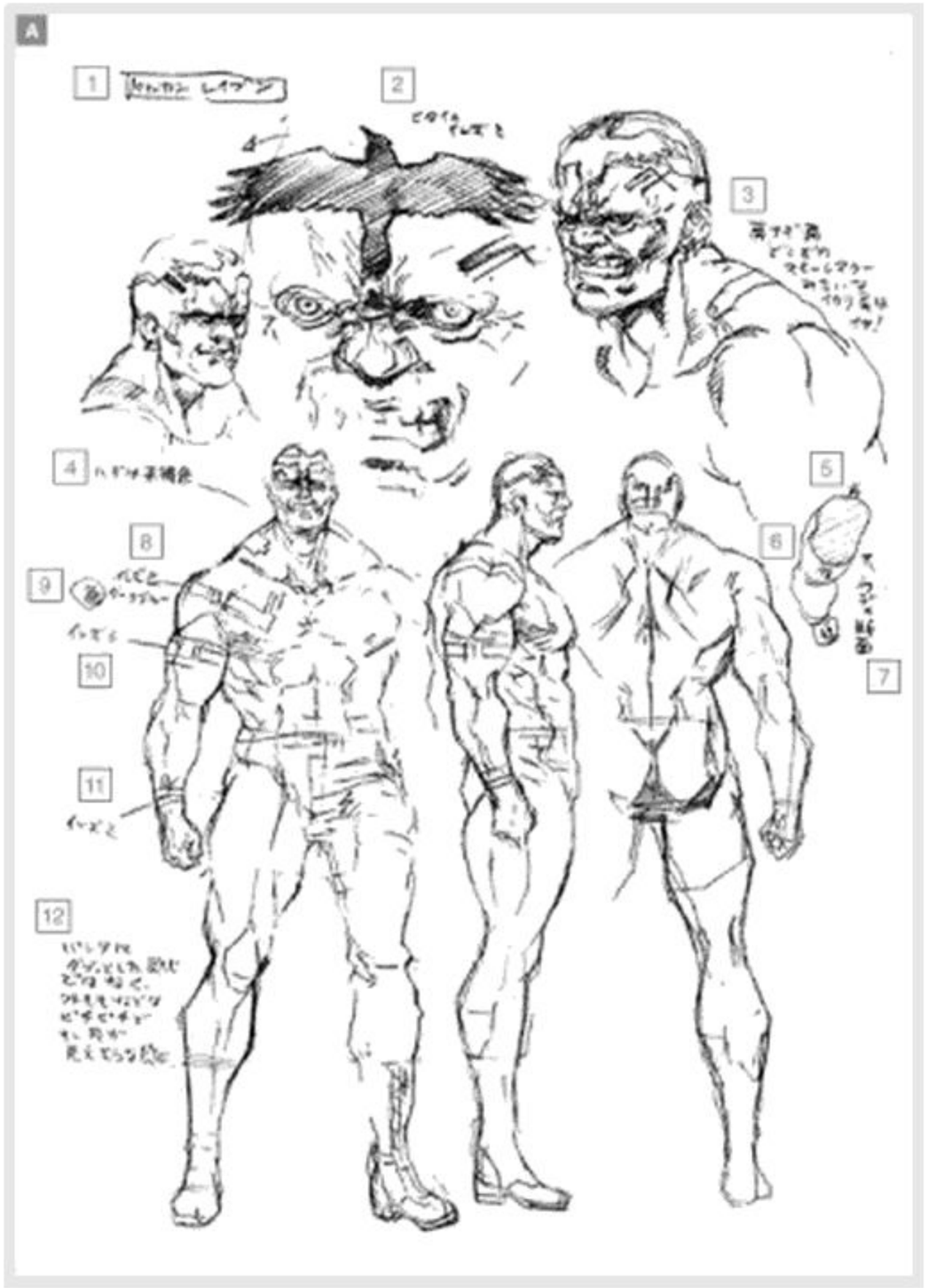
D 1. White shirt
2. Waist gun belt
3. Bullet loops are placed slightly higher than the center of the belt.

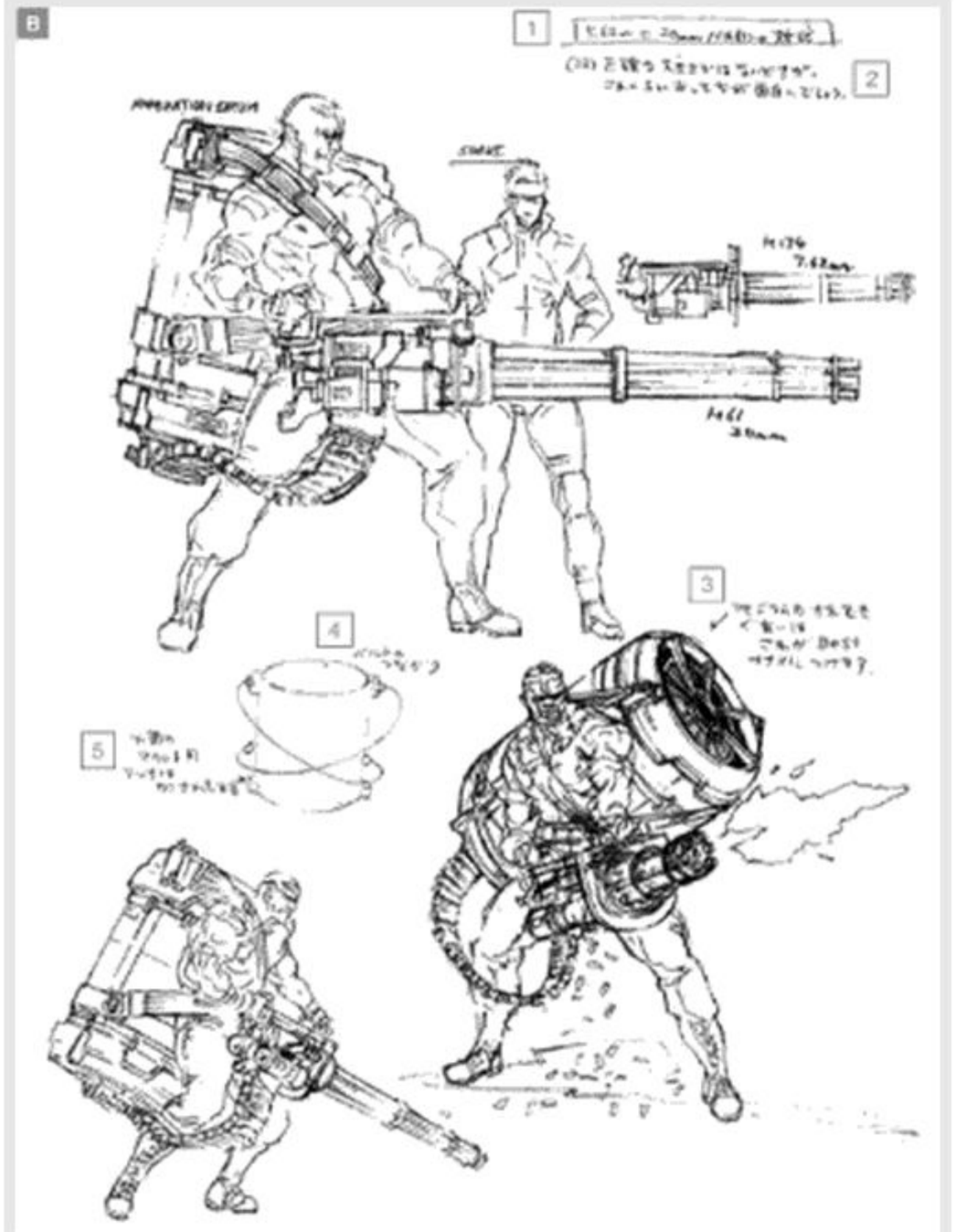
Матеріал, захищений авторським правом

A Vulcan Raven

A 1. Tattoo reference

Матеріал, захищений авторським правом





A 1. Vulcan Raven
2. Forehead tattoo
3. Sloping shoulders. I don't like the square shoulders you see on some of those sumo wrestlers!
4. Brown skin
5. Front
6. Back
7. Cross section of arm
8. Tattoo
9. Dark blue color
10. Tattoo
11. Tattoo
12. Pants are not baggy. It should be as though you can see the thigh muscles through the tight pant legs.

B 1. Comparison of the 7.62 mm and 20 mm Vulcan guns
2. Note: These are not the actual sizes, but it would be interesting if they were portrayed this way.
3. This is the best angle for the ammo drum. It should be at an angle.
4. Belt connections
5. There's a mounting latch on the bottom.

C 1. Three-sided view of president of AT. Cleaned-up version.
2. Cane

Матеріал, захищений авторським правом

A Big Boss

Donald Anderson

6

C

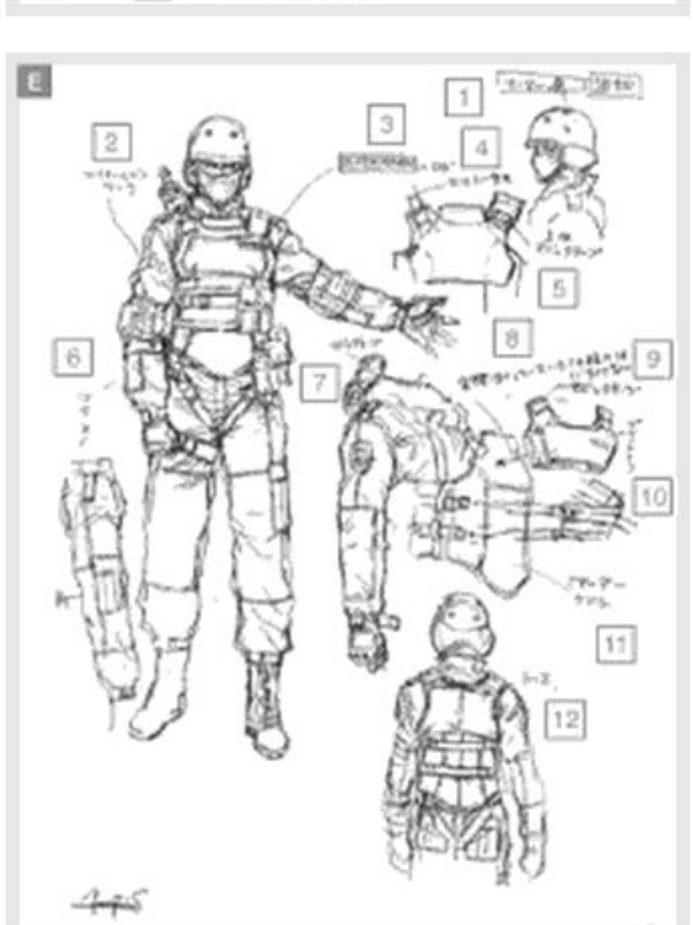
A 1. Hocked nose
2. Old Man!!
3. Old Man capsule: rear view
4. Old Man research

B 1. Head of DARPA

C 1. Head of DARPA
2. Three-sided view
3. Comparison with Snake
4. Necktie reference
5. Suit

Матеріал, захищений авторським правом

Genome Soldiers



A
1. Snowfield heavy infantry
2. White cover on helmet
3. Large snow boots
4. Back
5. Simple view of vest

B
1. Lots of space below the chin
2. Large head model
3. . . . like this.
4. Gas mask troops
5. Stitching on the head cover
6. Bulging cheeks
7. The reason I didn't make the gas mask look like an octopus was to differentiate it from Psycho. The one for Psycho is much more old school.
8. Give the suit a voluminous feeling
9. Closed tight by the harness
10. Harness
11. Belt
12. Sticks out
13. Rubber gloves
14. If possible, I would like an accessory—like a bag that holds disinfectant or first-aid kits.
15. Bulge in the side pocket
16. Closed with a harness
17. Boots are wrapped by a bag
18. Bottom is also covered with bumps to prevent slipping
19. Front
20. View from the bottom
21. Heel
22. Under the mask
23. Not like this, but a skullcap where the mouth is visible
24. Snow troops ➡ White
Light infantry ➡ Brown
Heavy infantry ➡ Green
Gas mask troops ➡ Cream
25. Reference books: *Survival Skills*, pages 94–109, *World Weapons Illustrated*, pages 182–183.

C
1. Guards
6/10/96
2. Walkie-talkie
3. FH unit insignia on the left shoulder and back. Platoon number on right shoulder and breast.
4. Walkie-talkie holster
5. More green than brown
6. Walkie-talkie
7. USP holster on hip (same as the one for infantry)
8. USP (I have a photo for reference)
9. New FOX insignia for FOXHOUNDs.
Put on back and left shoulder . . . Meryl will have the old insignia.

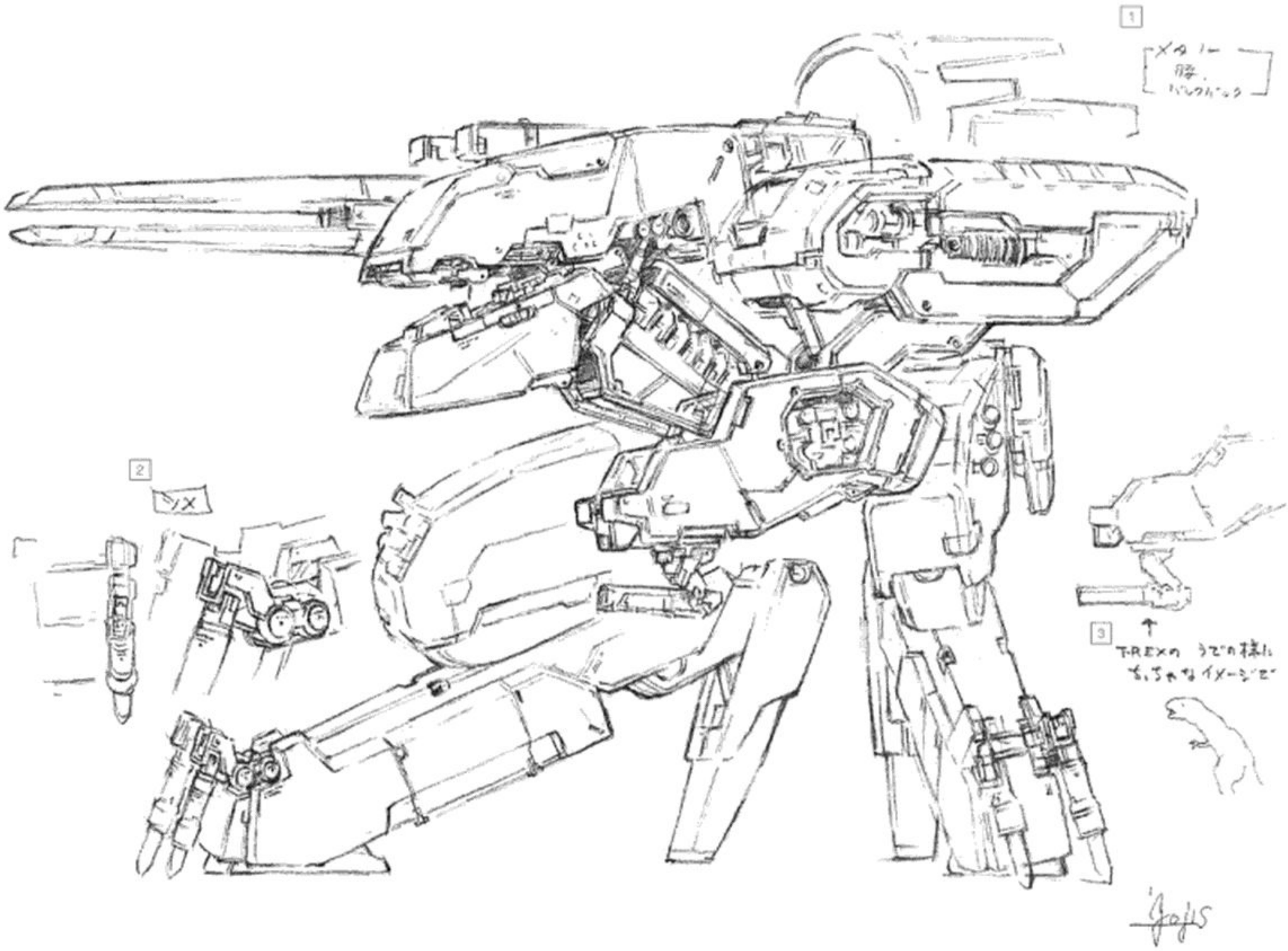
D
1. Infantry
5/16/96
2. Holes in helmet for better airflow.
3. Armband with elbow pad.
4. Body armor
5. Magazine pouches
6. Back flap on helmet can be moved.
7. Handgun holster
8. Sidearm

E
1. Infantry additional
2. Outer Heaven insignia
3. Outer Heaven logo
4. Harness below
5. Velcro on top
6. Patch
7. Velcro
8. Armor is actually attached and cannot be broken down
9. Velcro
10. Plate inside
11. Armor—Kevlar
12. Back

F
1. Side view of face mask
2. Reference for suspenders
3. FH unit insignia
4. I want to show breath with these lines.
5. The USP sidearm hangs from the equipment belt (right hip).
6. Make the boots big since they're snow boots.
7. Suspenders
8. This is the back side.
9. Equipment belt hangs off of hooks.

Матеріал, захищений авторським правом

A Metal Gear REX



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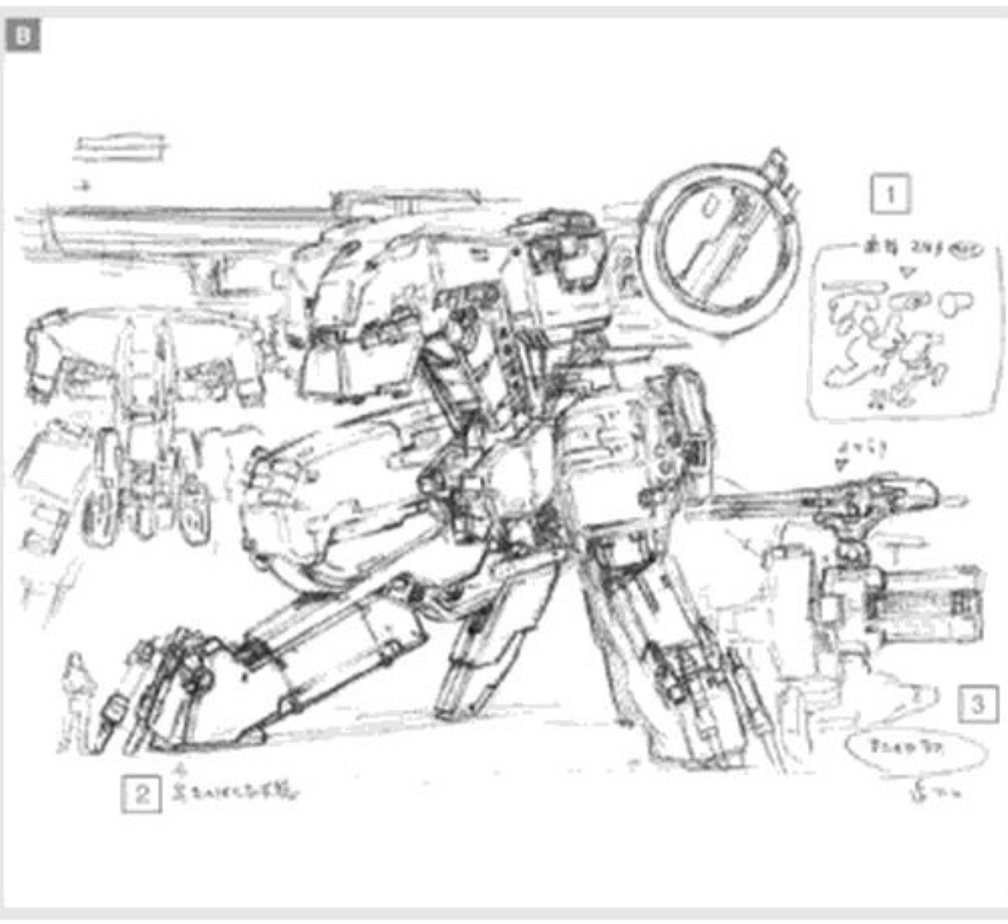
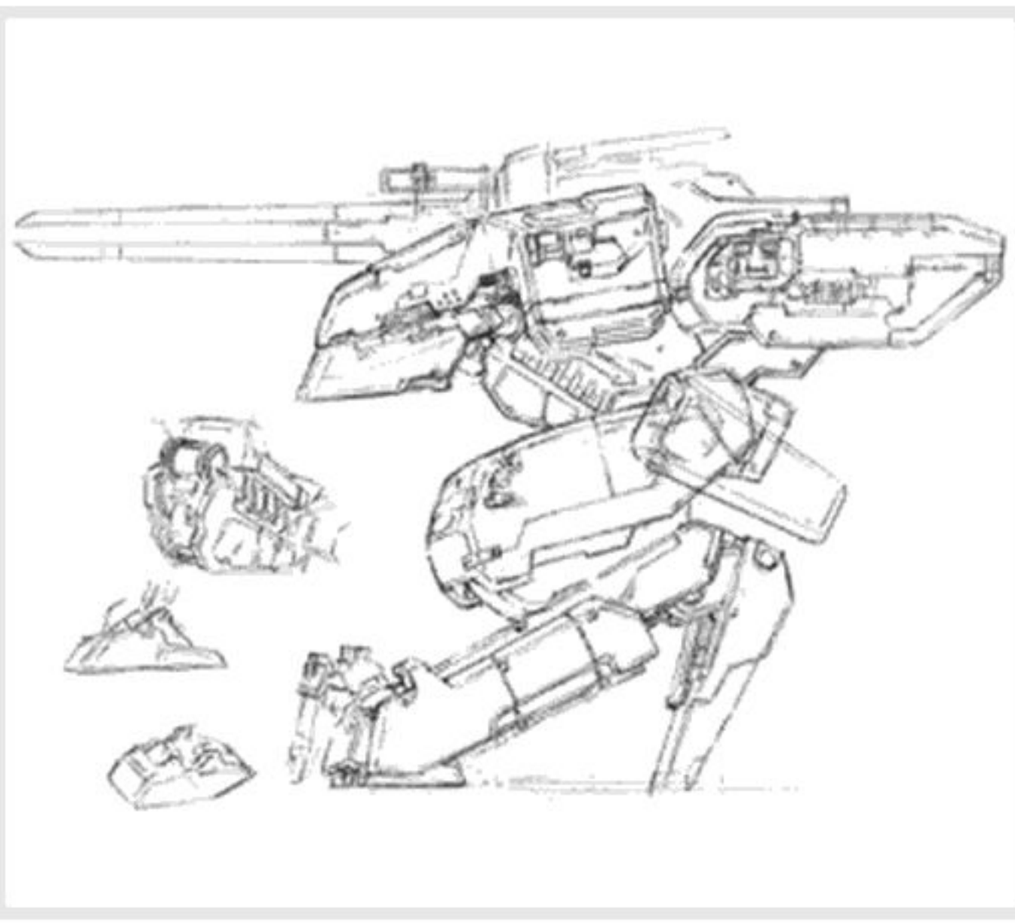


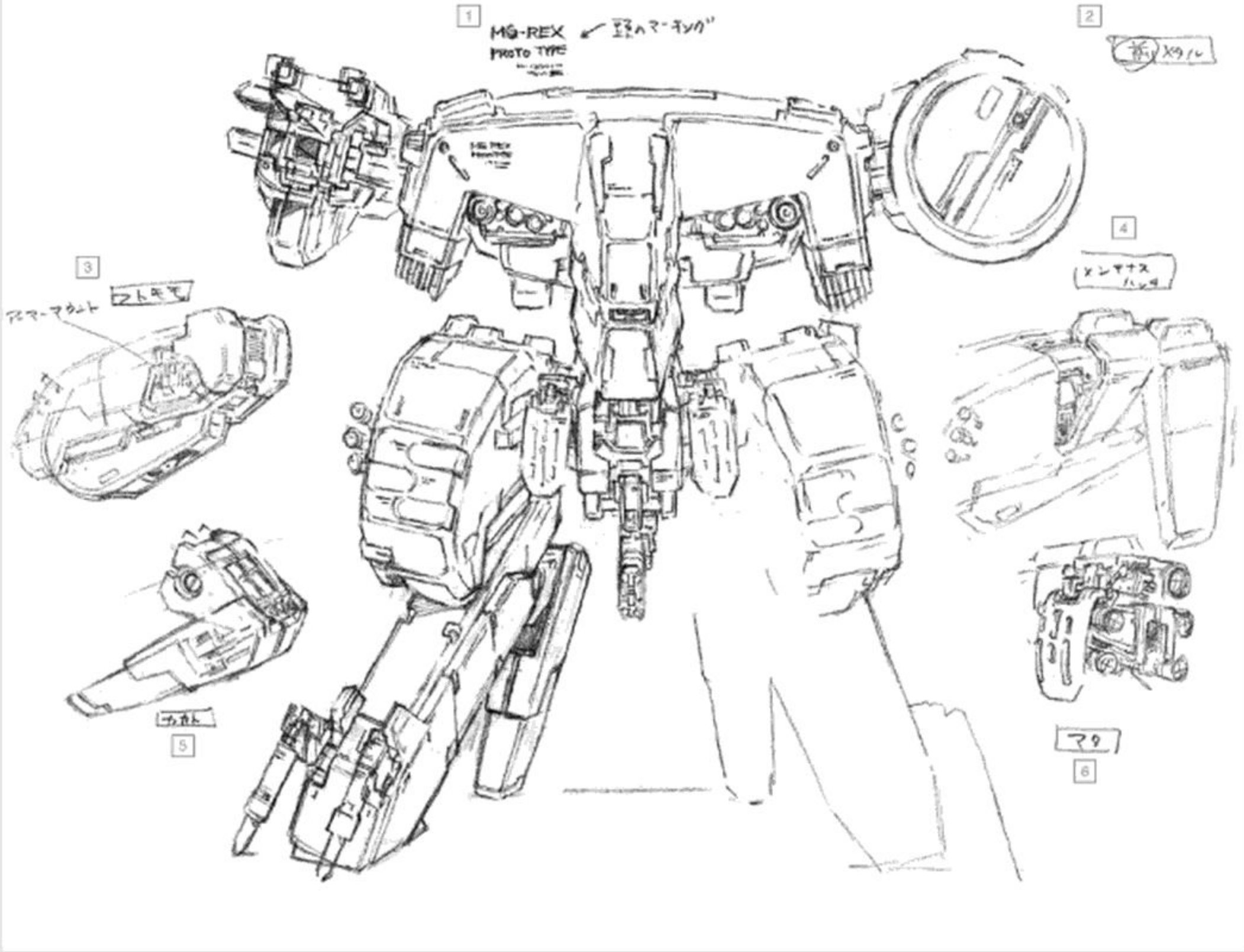


A 1. Metal Gear waist and backpack
2. Close-up
3. Small, like the arms of a *T. rex*

B 1. Twenty-four joints max
2. Fully extended leg
3. Still rough
• Additional

Матеріал, захищений авторським правом

A



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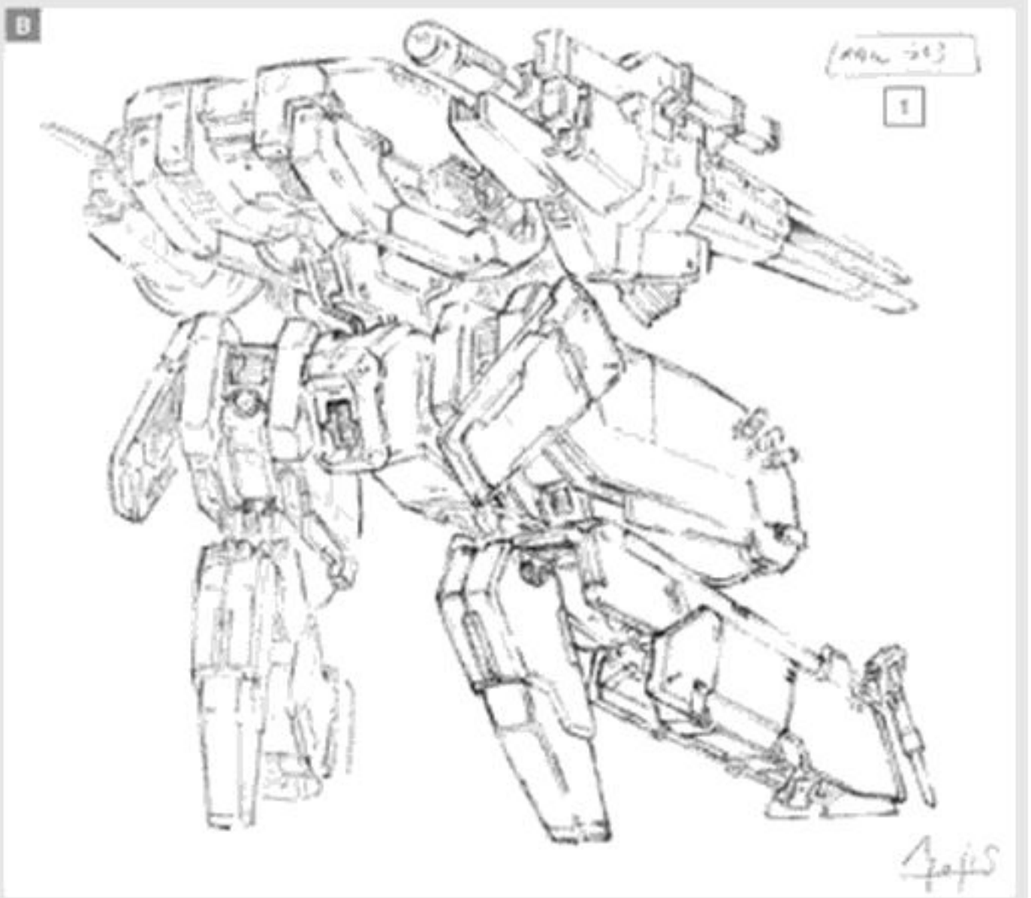

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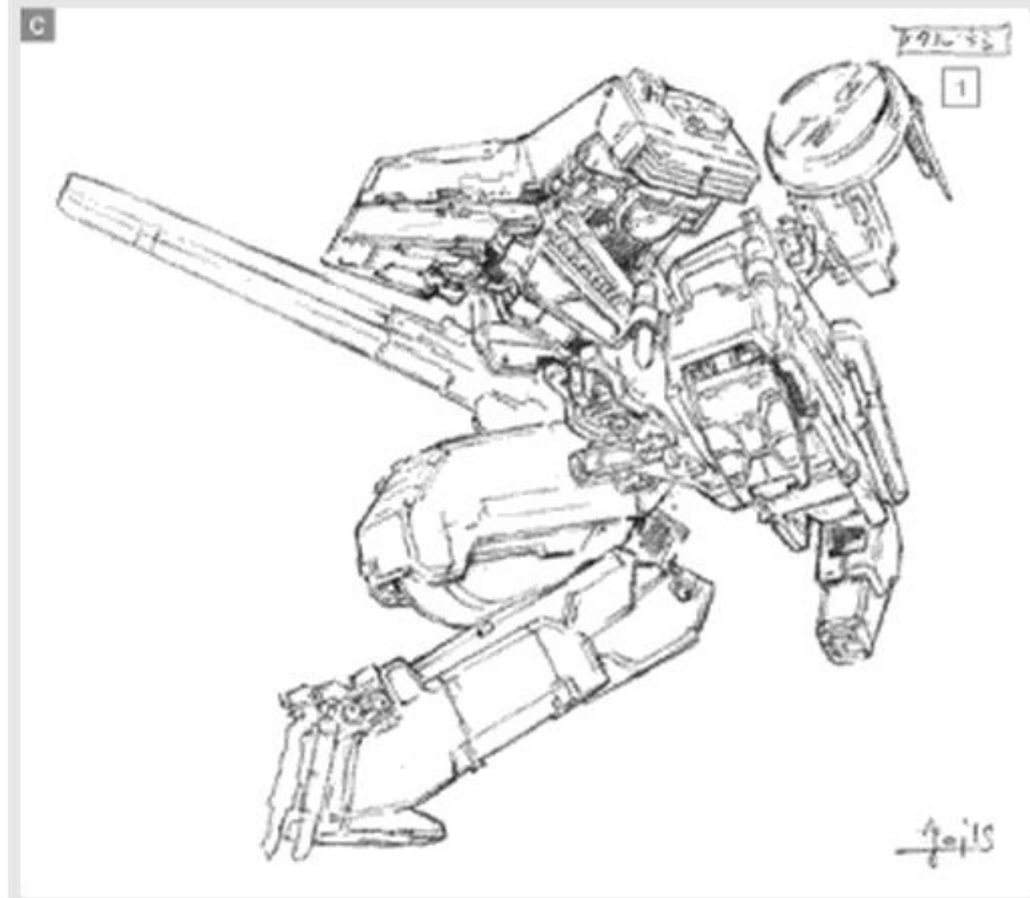


A 1. Marking on the head
2. Metal Gear from the front
3. Armor mount
• Thigh
4. Maintenance hatch
5. Heel
6. Crotch

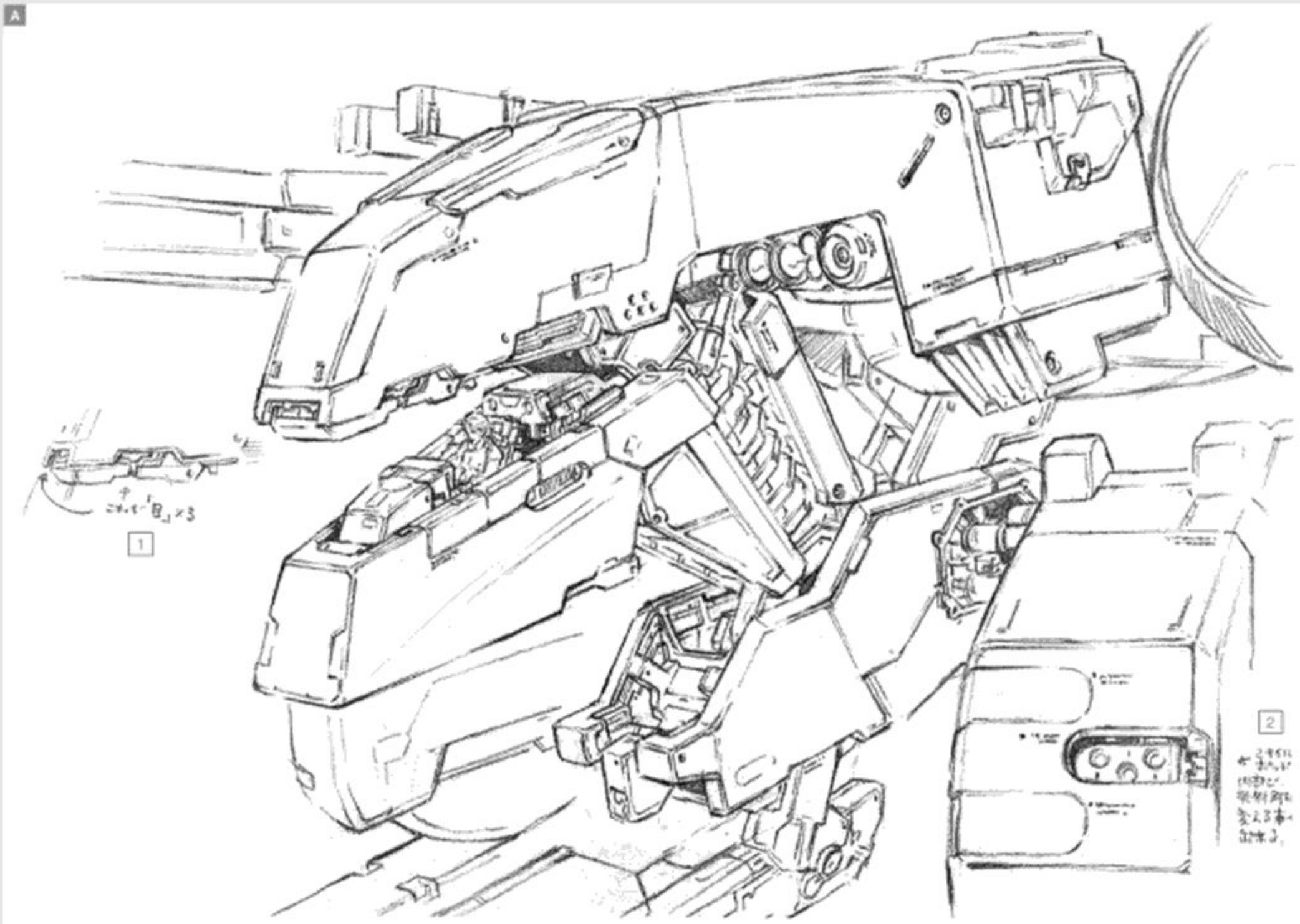
B 1. Metal Gear from the rear

C 1. Back view of Metal Gear

Матеріал, захищений авторським правом

Metal Gear REX

A



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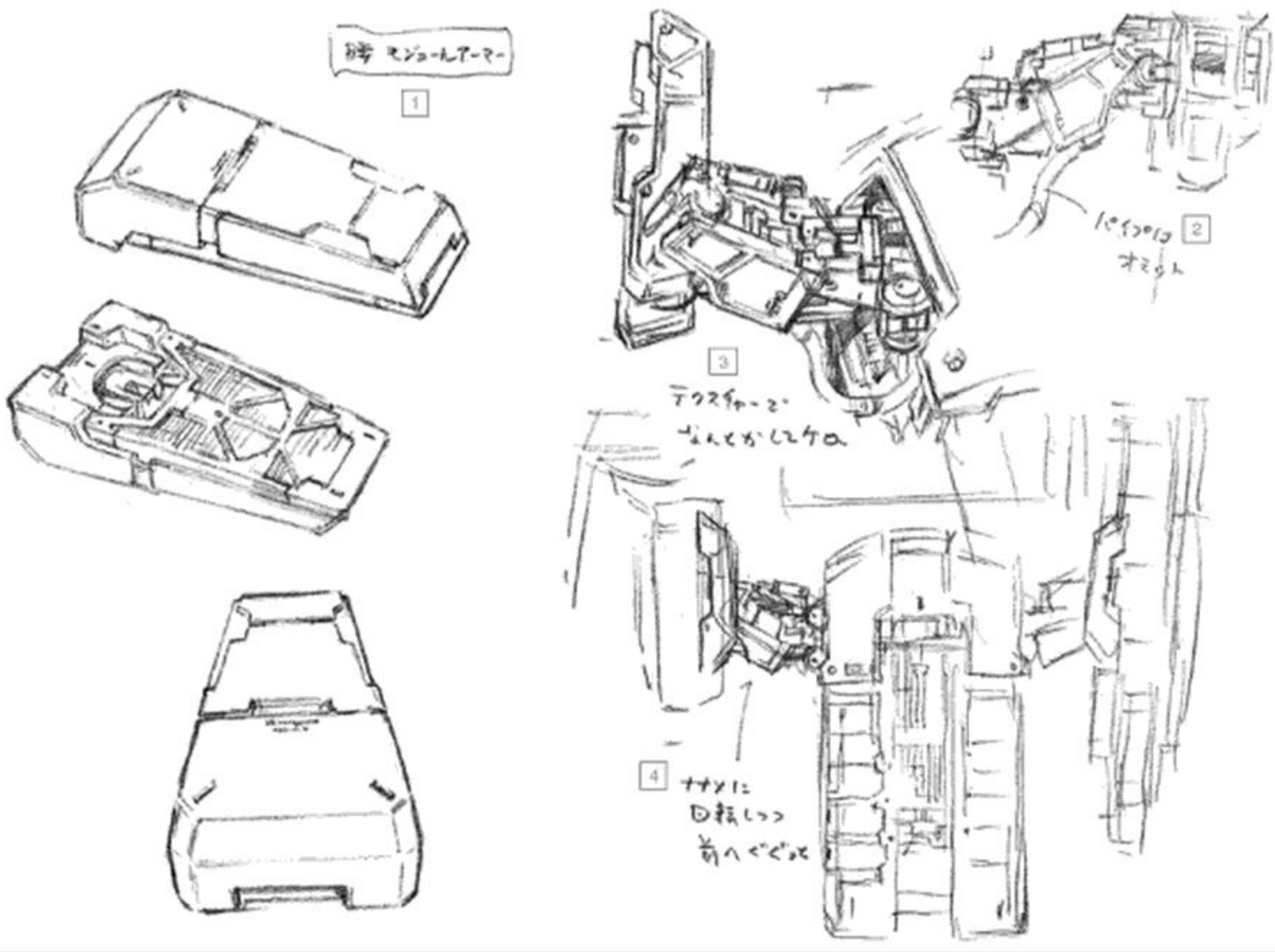
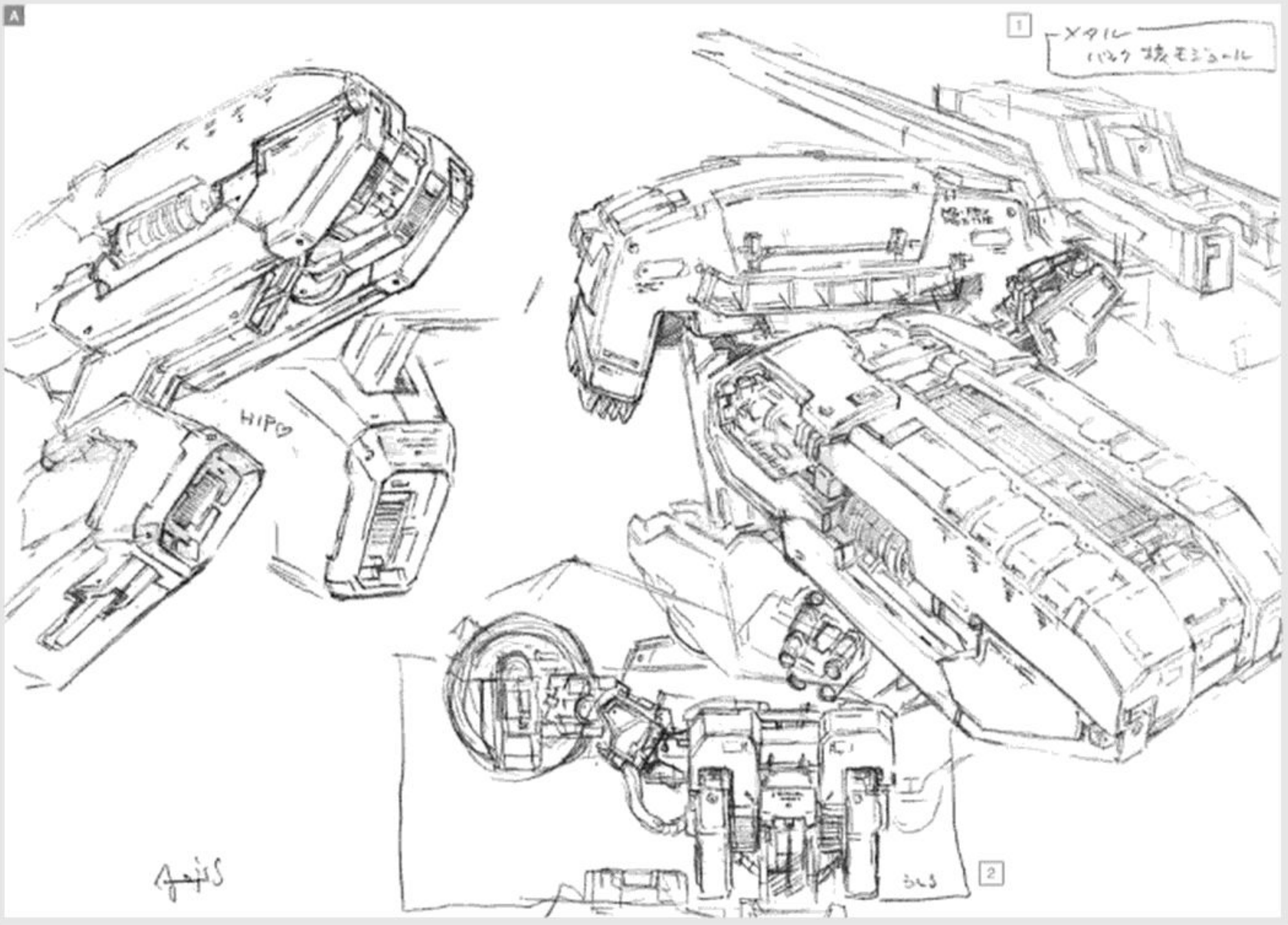


A 1. Three "eyes"
2. Launch angle can be changed within the missile pods.

B 1. Waist module armor
2. Pipes are omitted
3. Do something about the texture.
4. Moves forward while spinning diagonally.

Матеріал, захищений авторським правом

A



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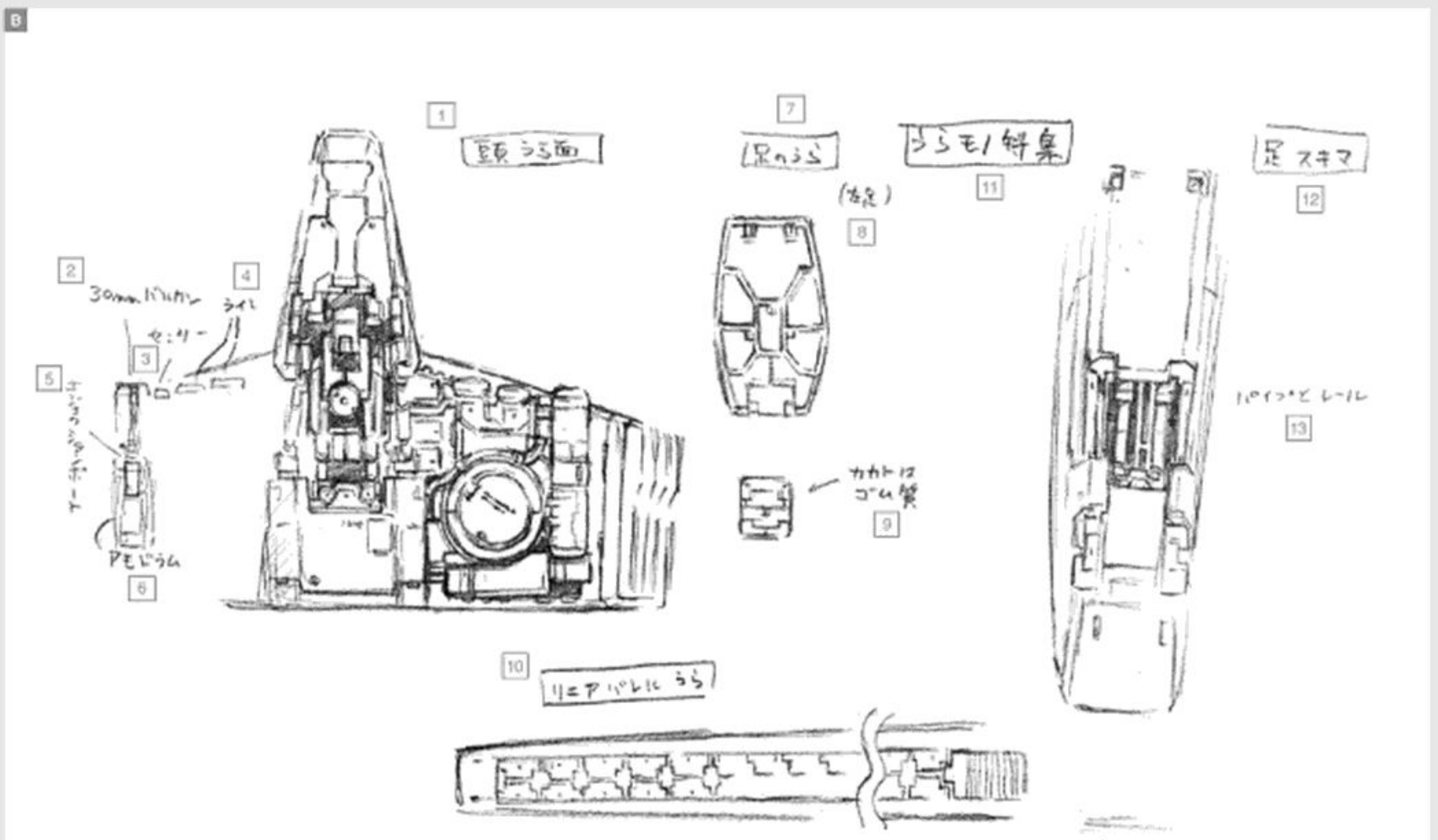


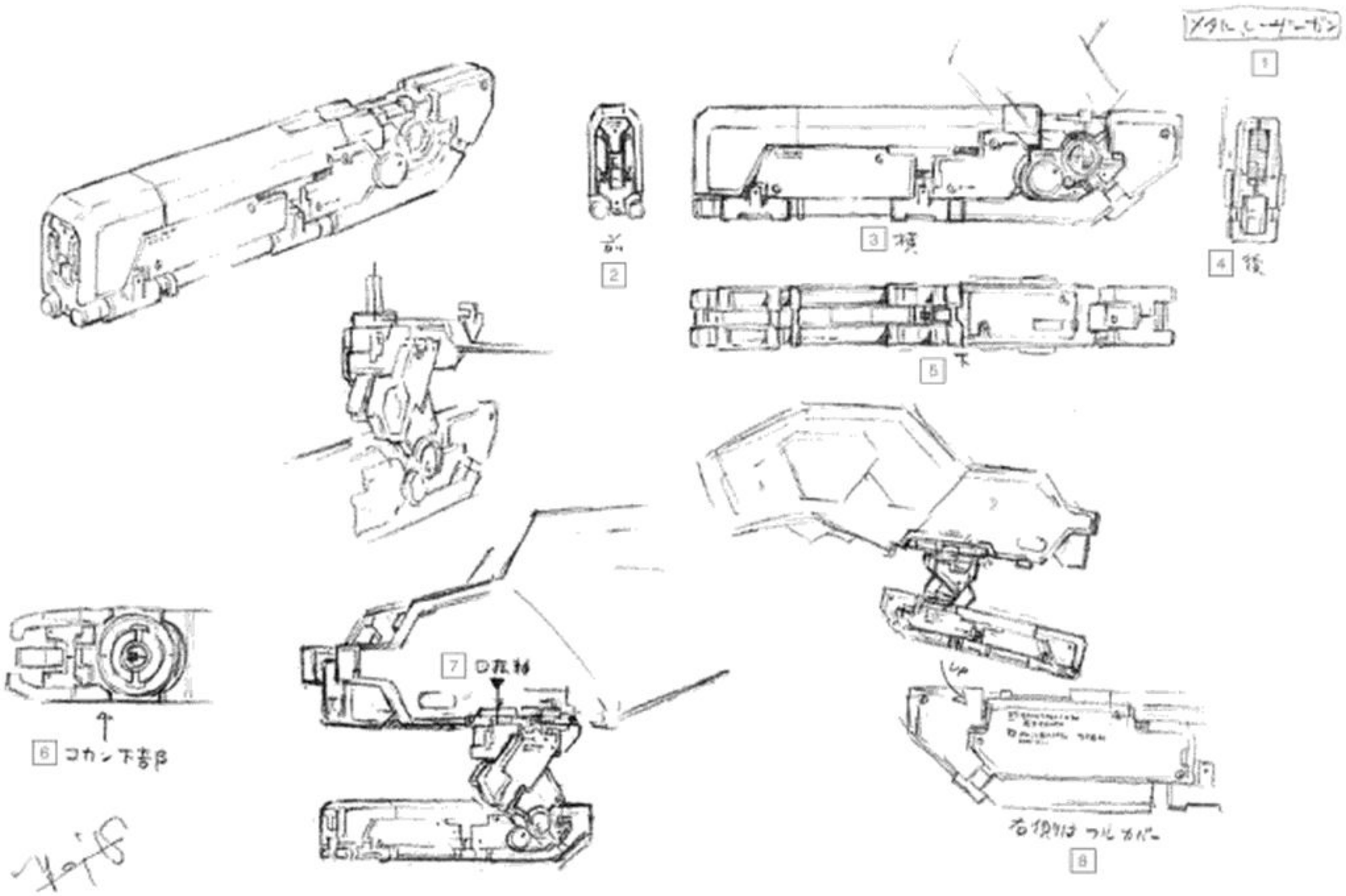
A 1. Metal Gear—back nuclear module.
2. Rear

B 1. Bottom view of the head.
2. 30 mm Vulcan
3. Sensor
4. Lights
5. Ejection port
6. Ammo drum
7. Bottom of foot
8. (Left foot)
9. Heel is made of rubber
10. Bottom of rail gun barrel
11. Assorted bottom views
12. Openings in feet
13. Pipes and rails

Матеріал, захищений авторським правом

Metal Gear REX

A



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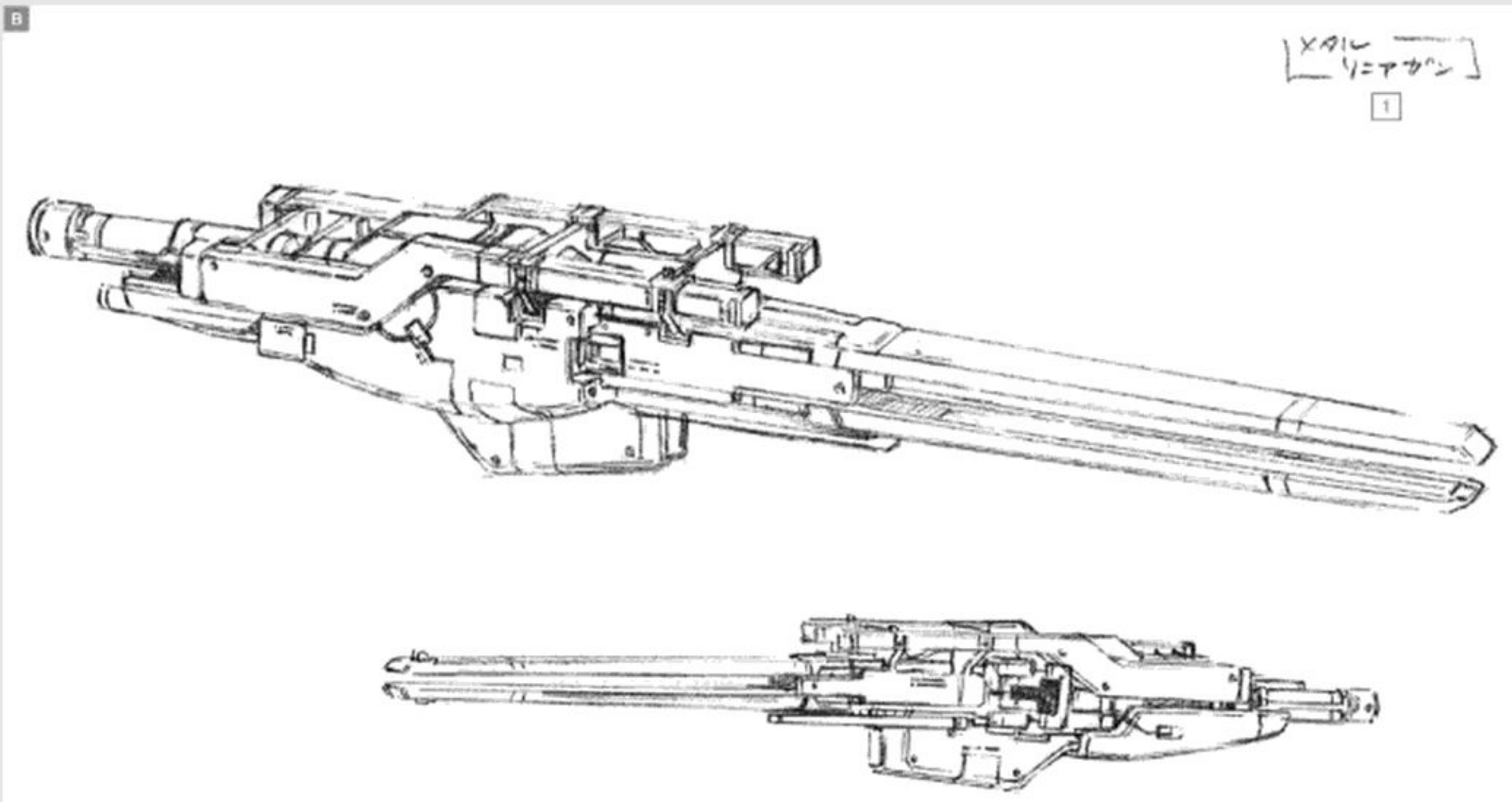
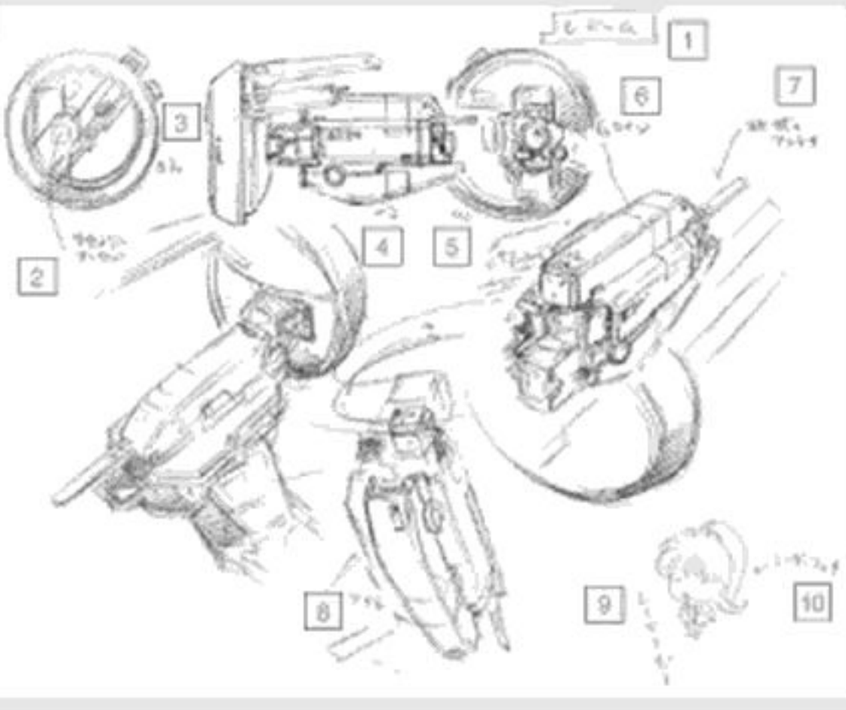


A 1. Metal Gear—laser gun
2. Front
3. Side
4. Rear
5. Bottom
6. Rear section of crotch
7. Revolving shaft
8. Full cover for right side

B 1. Metal Gear rail gun

Матеріал, захищений авторським правом

A



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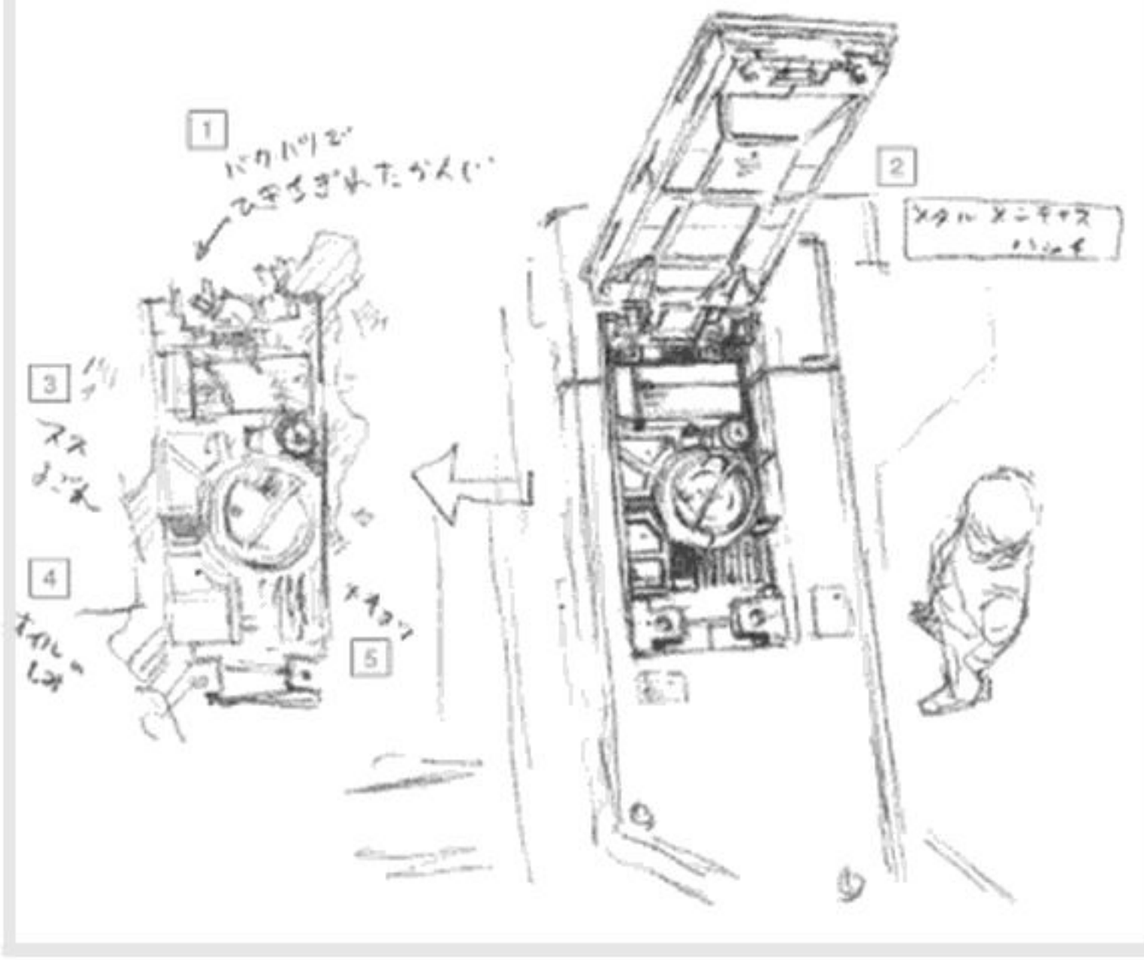

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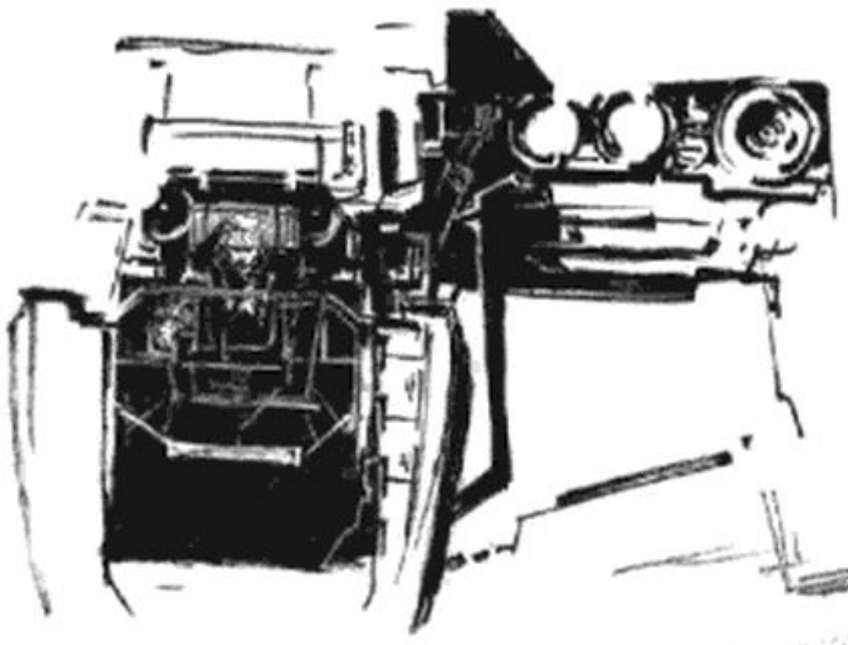
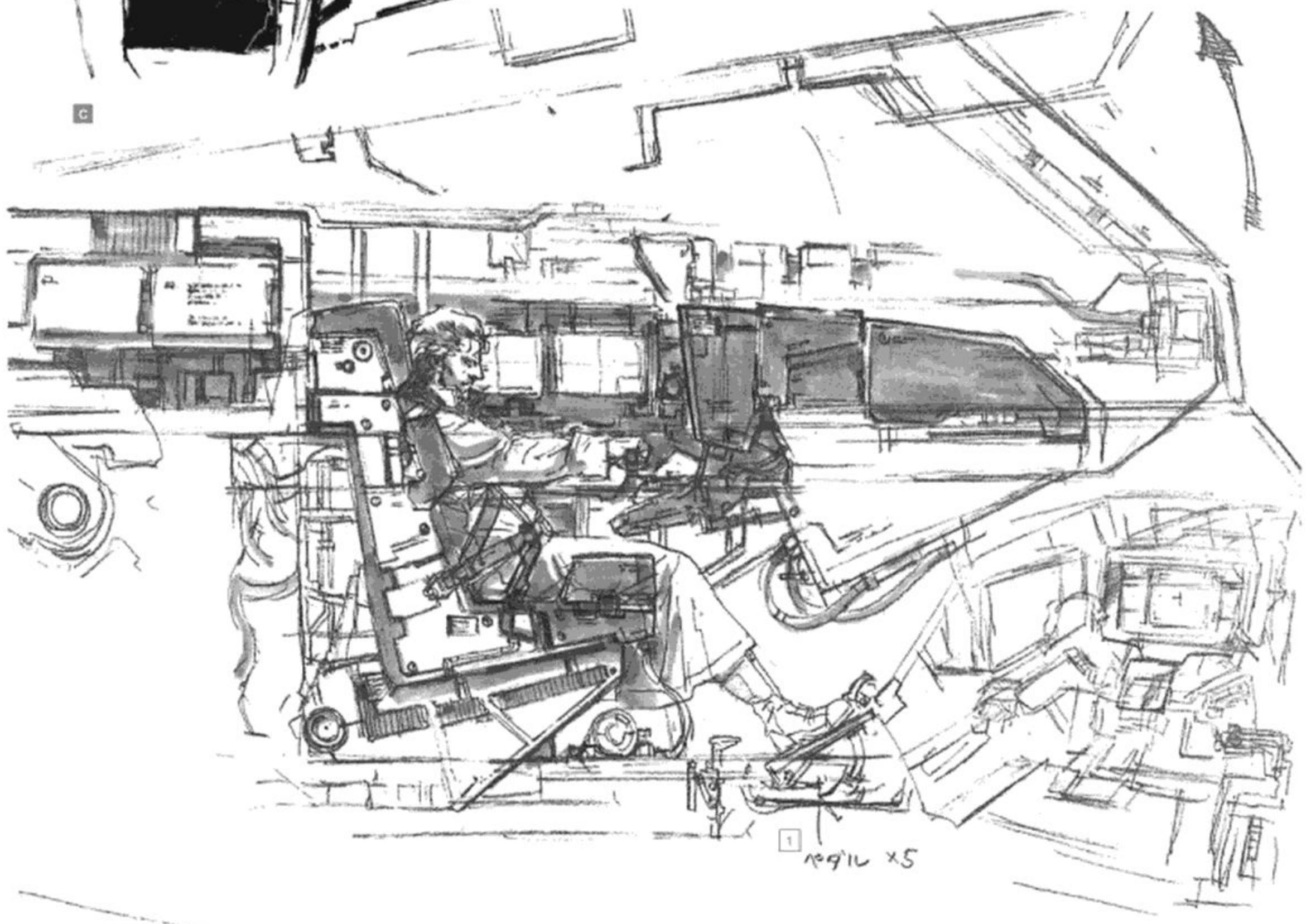




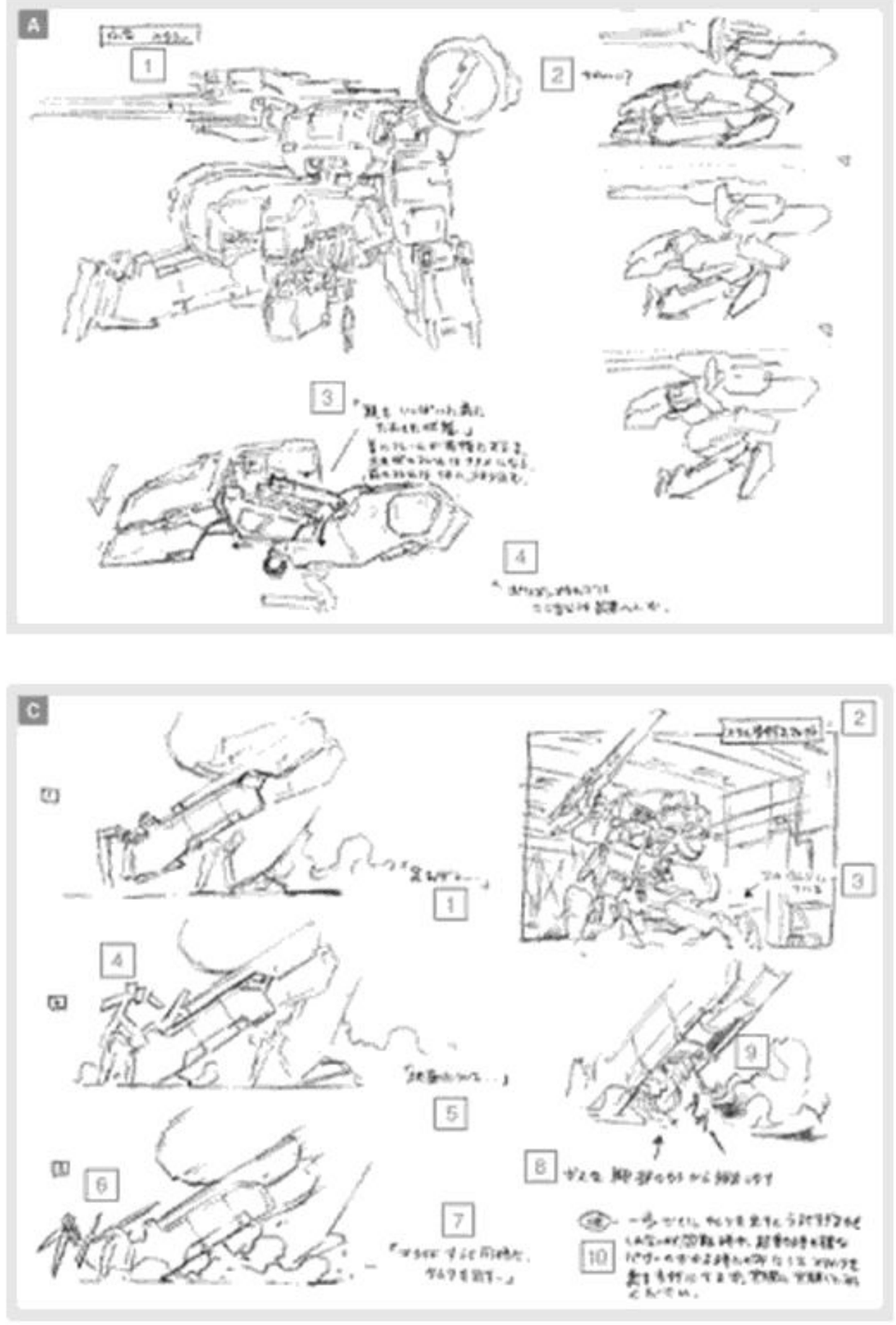
A
1. Radome
2. Offset from center
3. Front
4. Side
5. Rear
6. White line
7. Flat antenna
8. From the bottom
9. "It's a radar!"
10. Radar fetish

B
1. Like it was blown apart by an explosion.
2. Metal maintenance hatch.
3. Oil stain
4. Soot
5. *"STRETCH"*

C
1. Five pedals

Матеріал, захищений авторським правом

Metal Gear REX



A 1. Metal Gear down low
2. Cute?
3. Head in the lowest forward position.
   • The neck frame shifts back and forth. The bone frame goes diagonal. The forward frame enters the body.
4. Will this pose work with the finished Metal Gear model?

B 1. Metal Gear standing pose
2. *"KREEEN"*
3. Angry pose
4. Heel folds up
5. *"NYOO"*
6. Slides
7. When moving, it leans forward on its tiptoes (the position of the head does not move much even during brisk movement).
8. (Motion like a *T. rex*)
9. Leg structure

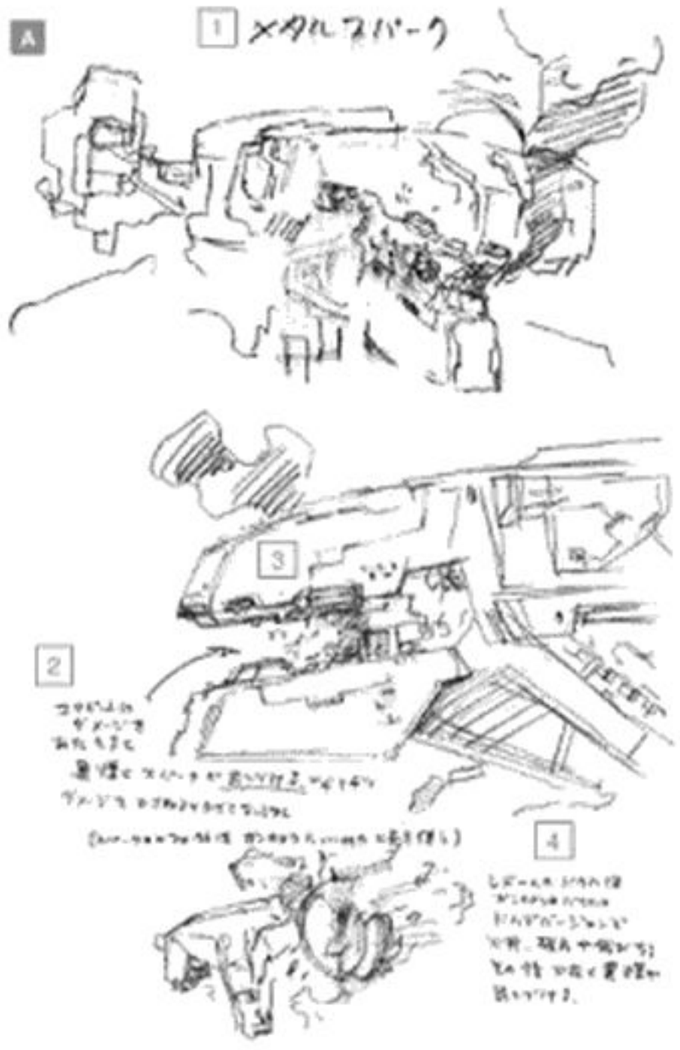
C 1. Leg is lifted
2. Walking effect for Metal Gear
3. About this smoke . . .
4. *"KERTHUD"*
5. Hits the ground
6. *"BWSSH"*
7. Smoke rises as it slides
8. Gas is released through the back of the leg.
9. *"SHOOO"*
10. Note: It might be a little too much to have smoke come out with every step, so maybe we should use it for a little variety when it turns or when power is applied, such as during startup. Experiment and see.

D 1. *"VOOOOM"*
2. Metal Gear action
   • Midrange attacks
3. Fixed 30 mm Vulcan
4. It is better for the muzzle flash to be "FAMAS-ish" than "SOCOM-ish."
5. Not this
6. Please make it layered like this three-shot picture.
7. Also, put in tracers.
8. Smoke rises when it walks.
9. *"VOOO"*
10. *"VOOO"*
11. Reflection from the muzzle flash should be very bright.
12. I think it would have more of an impact when looking head-on if there were lines of tracer fire.
13. Head-on view
14. *"CHI CHI CHI CHI CHIN"*
15. Make the ricochets of the 30 mm ammo really stand out. Delay the appearance of smoke by one frame (smoke should stay for a short time).
16. (Just like it does for tanks, Raven, and Hind D.)

E 1. *"CRASH"*
2. *"CRUMBLE CRUMBLE"*
3. Necessary effects:
   • Sparks
   • Smoke
   • Crumbling wall debris
4. Metal Gear: wall-crumbling action
   • Mercilessly crushes walls with its backpack (nuclear module), radome, linear guns, and other parts when walking and turning.
   • This expresses the violence of Metal Gear and the emotions of Liquid.
   • Also crushes "breakable things" on the ground, such as steel drums.
5. *"THWUD"*

Матеріал, захищений авторським правом

A



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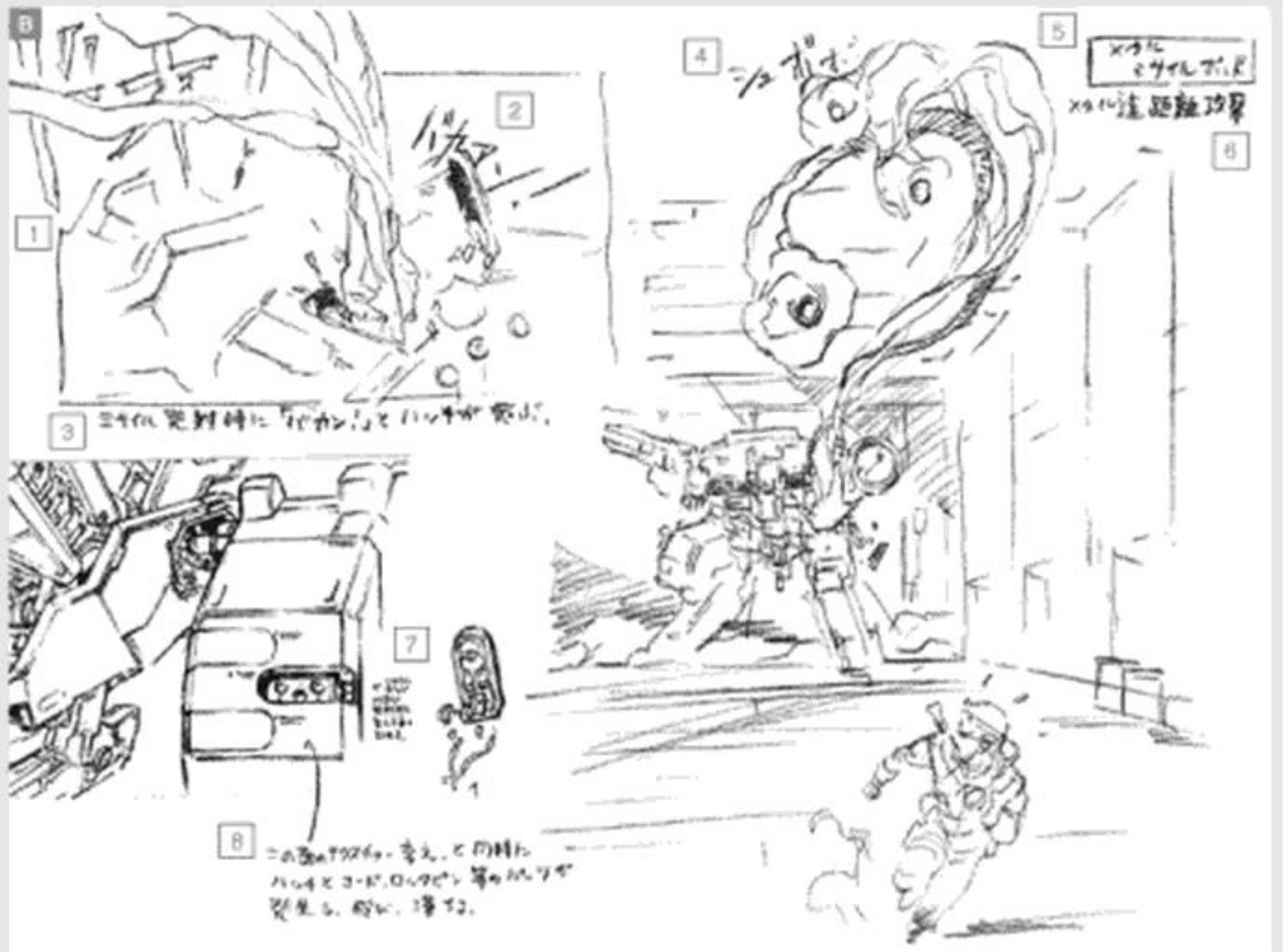

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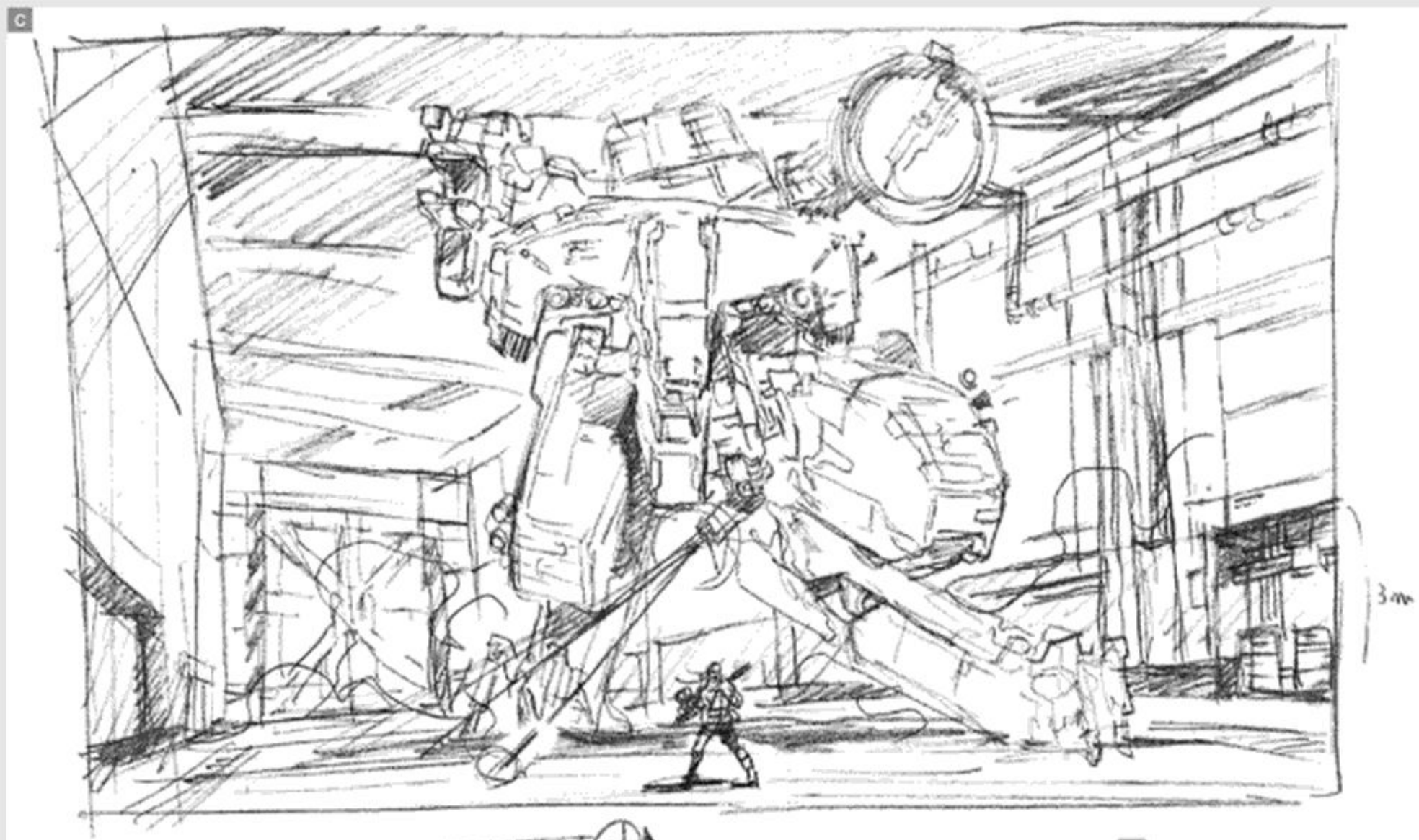
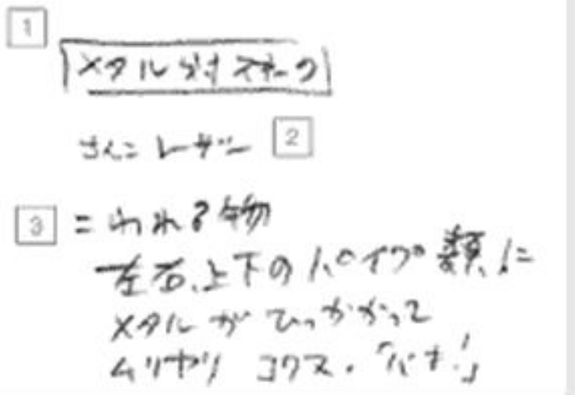


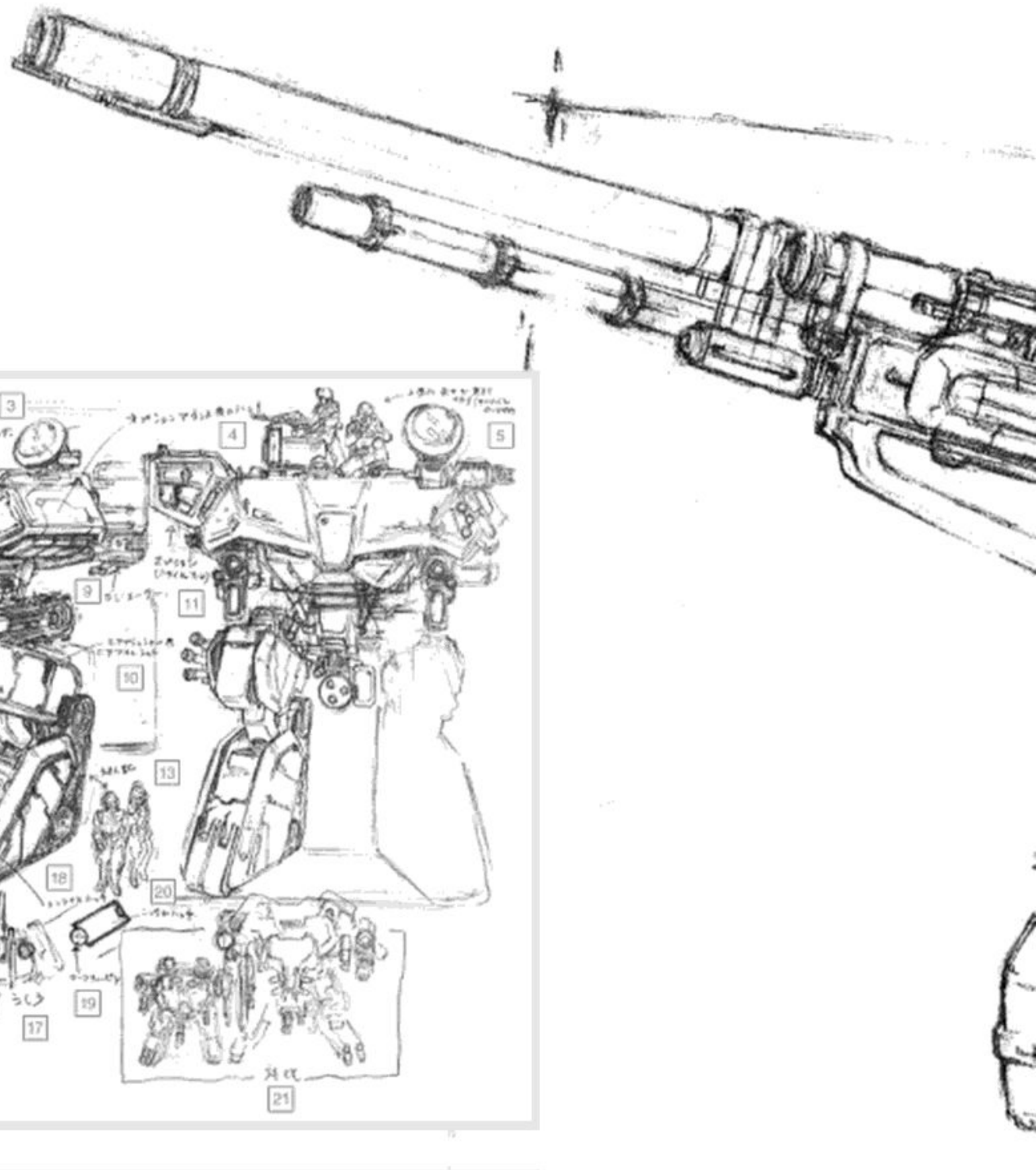


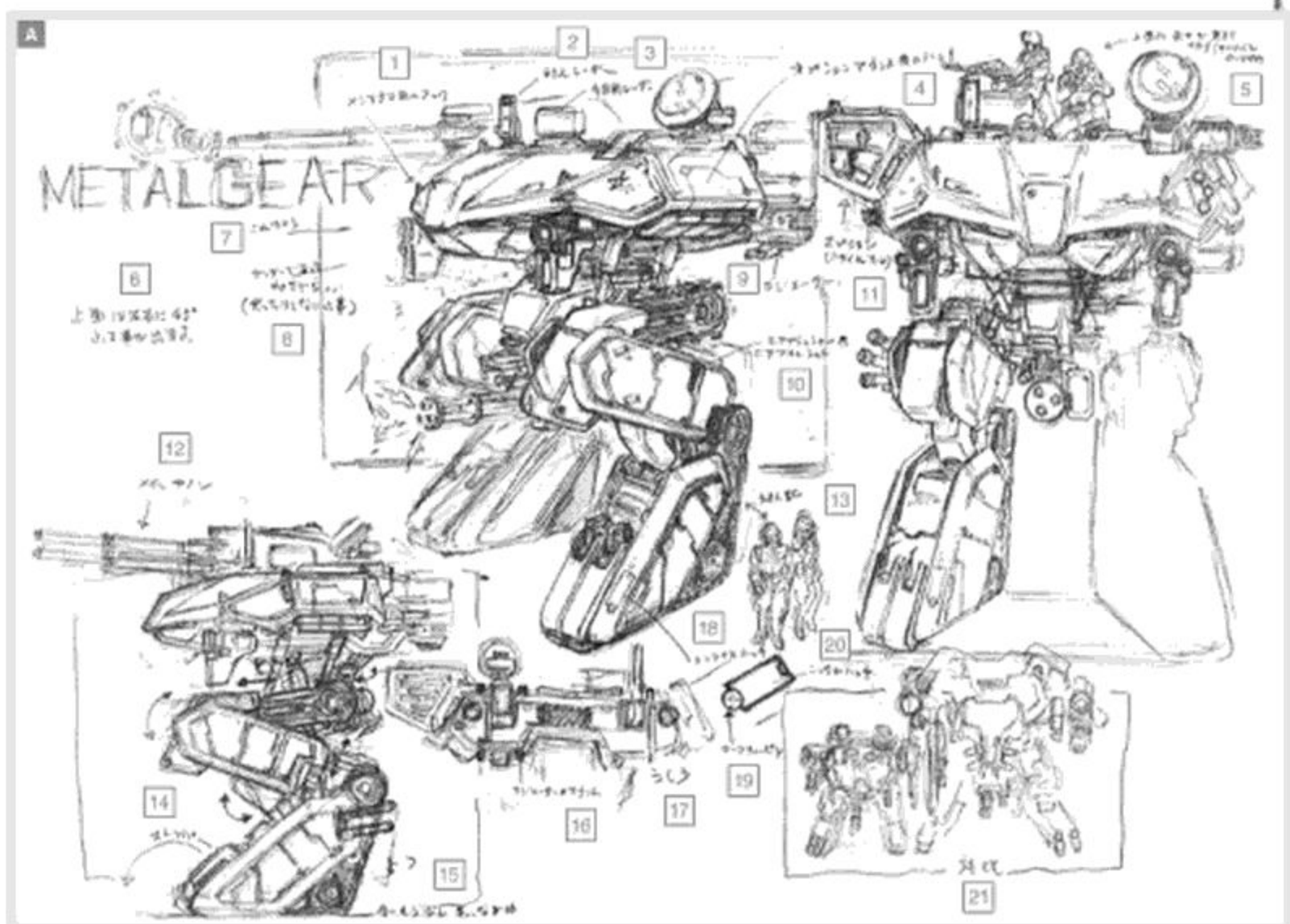
A
1. Metal Gear spark
2. Continuous black smoke and sparks when the cockpit is damaged. As damage builds, these effects become even worse (use gun camera explosion for spark effect).
3. *"TCHK TCHK"*
4. The radome explosion should be a maxed-up version of the gun camera explosion. Sparks and shards fly everywhere. Afterward, sparks and black smoke continue to pour out.

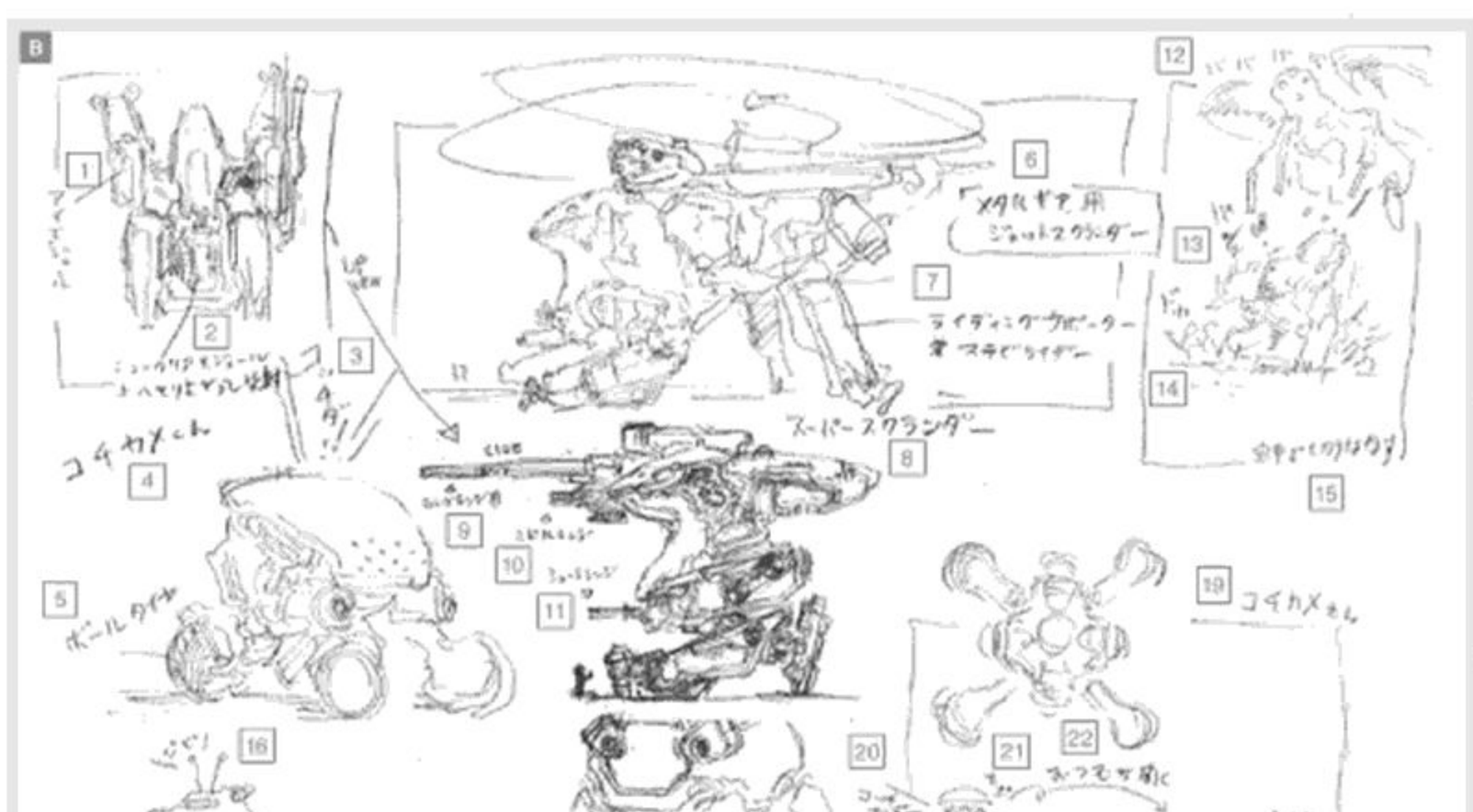
B
1. *"BOOM"*
2. *"BAM!"*
3. Hatch comes off with a *"BAM!"* when firing a missile
4. *"SHOOOP"*
5. Metal missile pod
6. Metal long-distance attack
7. Launch angle can be changed within the missile pod
8. Change the texture of this surface, and at the same time, parts such as the hatch, code, and lock pin appear, fly off, and fall.

C
1. Metal Gear vs. Snake
2. Dick laser
3. Breakables? Metal Gear gets caught on pipes located on all sides, ends up breaking them. *"SNAP!"*

Матеріал, захищений авторським правом



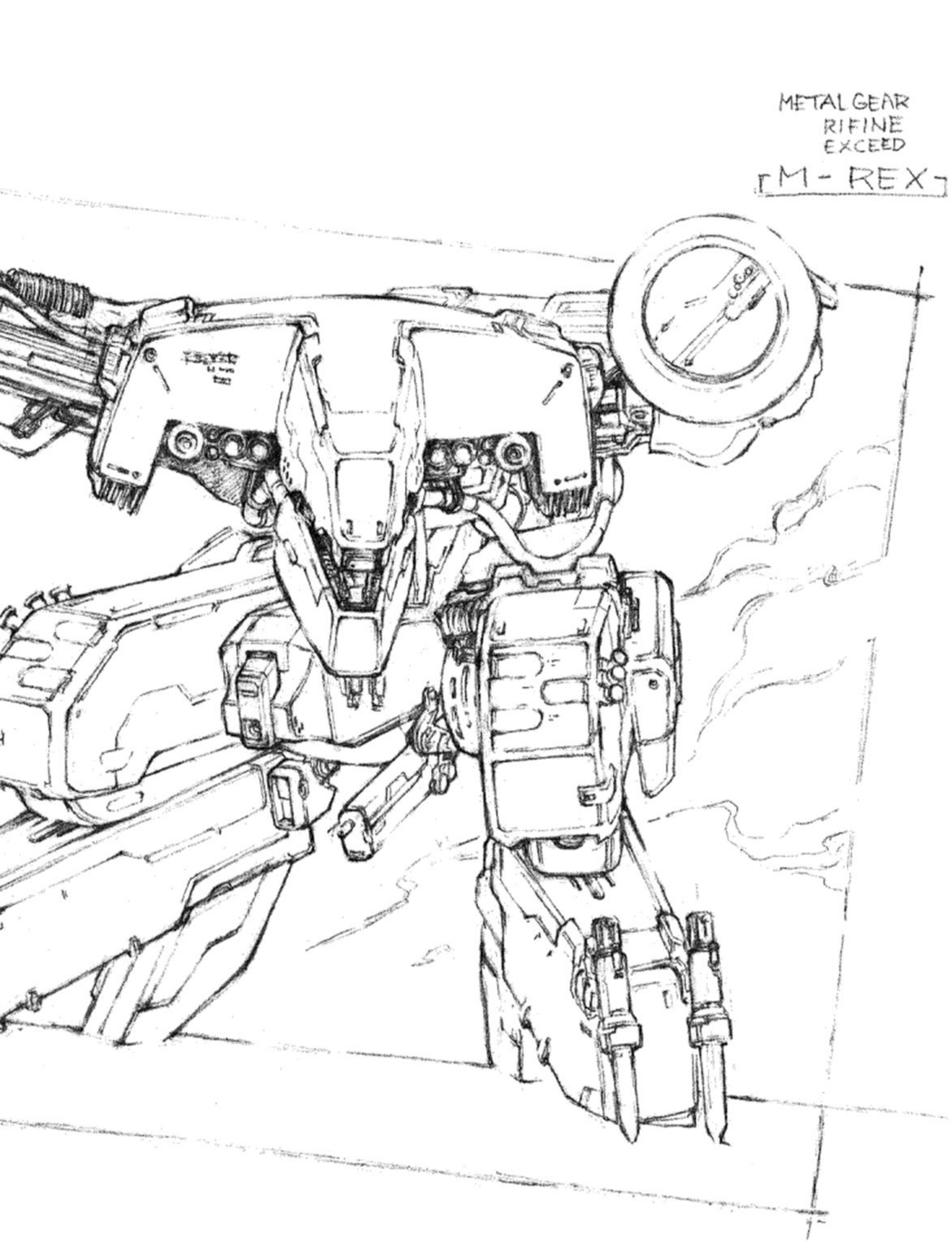




A 1. Maintenance hook
2. Radar for detecting humans
3. Multipurpose radar
4. Hatch for mounting options
5. It would be cool to have soldiers ride on top (with safety ropes).
6. Upper part can rotate 45°.
7. This is a camera.
8. This is a sensor, not a camera (by which I mean it does not emit light).
9. Radiator
10. Outlet for air pressure
11. Option (missiles)
12. Main cannon
13. Humans for size comparison.
14. Stopper
15. Make the legs a little longer.
16. Mount for the radiator
17. Back
18. Maintenance hatch
19. Safety pin
20. This is a hatch.
21. Size comparison

B 1. Eye module
2. Nuclear module—rises slowly and then fires.
3. This!
4. "Little turtle"
5. Ball tires
6. Metal Gear "Jet Scrander"

Матеріал, захищений авторським правом

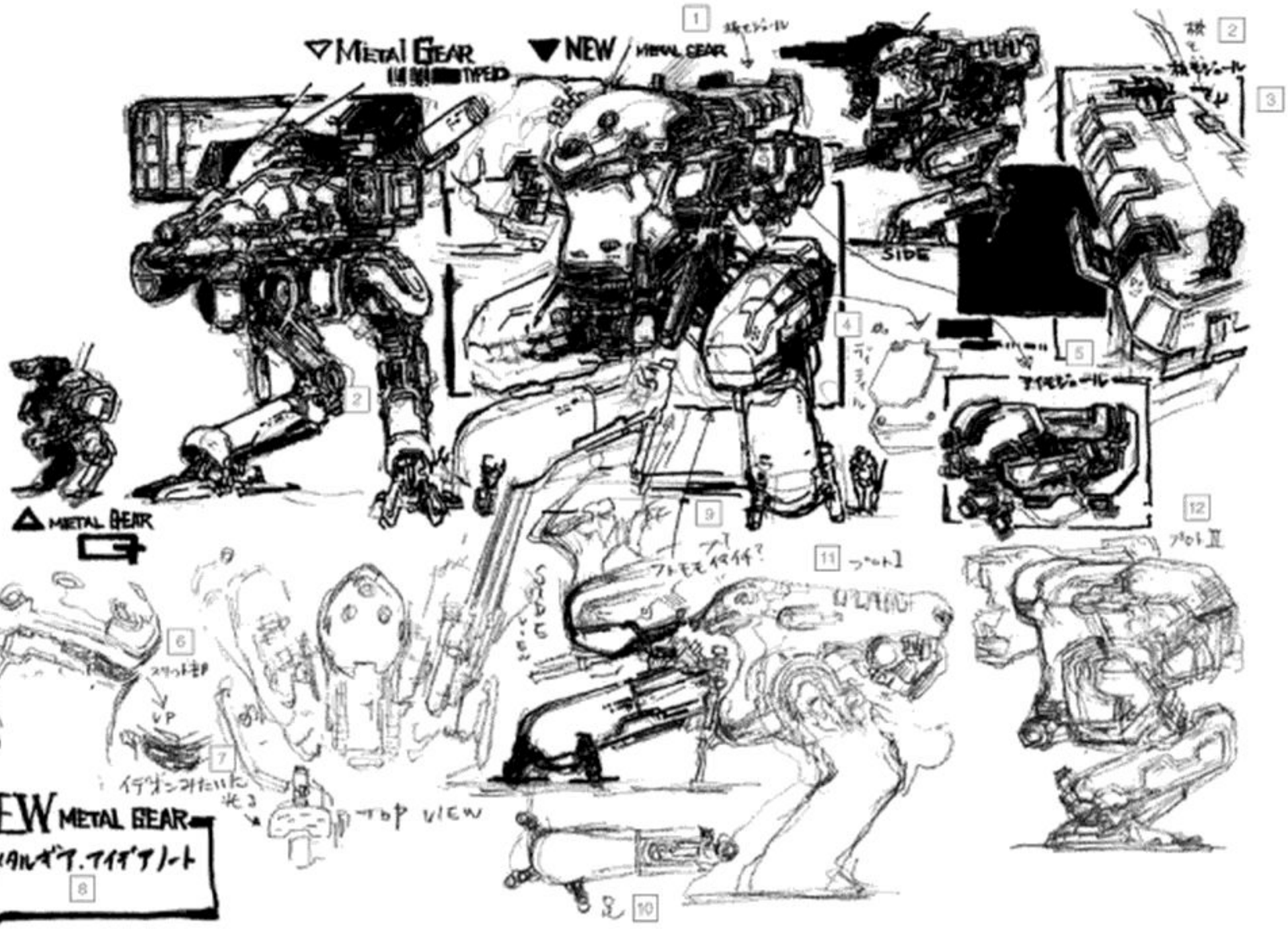


7. Riding supporter and stabilizer
8. Super "Scrander"
9. Long range
10. Medium range
11. Short range
12. *"FWAP FWAP FWAP FWAP FWAP"*
13. *"WHAM"*
14. *"THUD"*
15. Can separate even while in the air.
16. *"BEEP BEEP"*
17. *"GRR"*
18. RoboDog (cool like RoboCop), but also like *Bulldog* by Katsuhiro Otomo.
19. "Big turtle"
20. Right here!
21. *"K-POP"*
22. Head pops out
23. Like usual
24. Tires are balls
25. The top hatch opens when alerted by the spinning lamp and siren after the eye sensor is tripped.

Editor's note:
A Scrander is a flying vehicle featured in the Mazinger series of manga and anime.

Матеріал, захищений авторським правом

A



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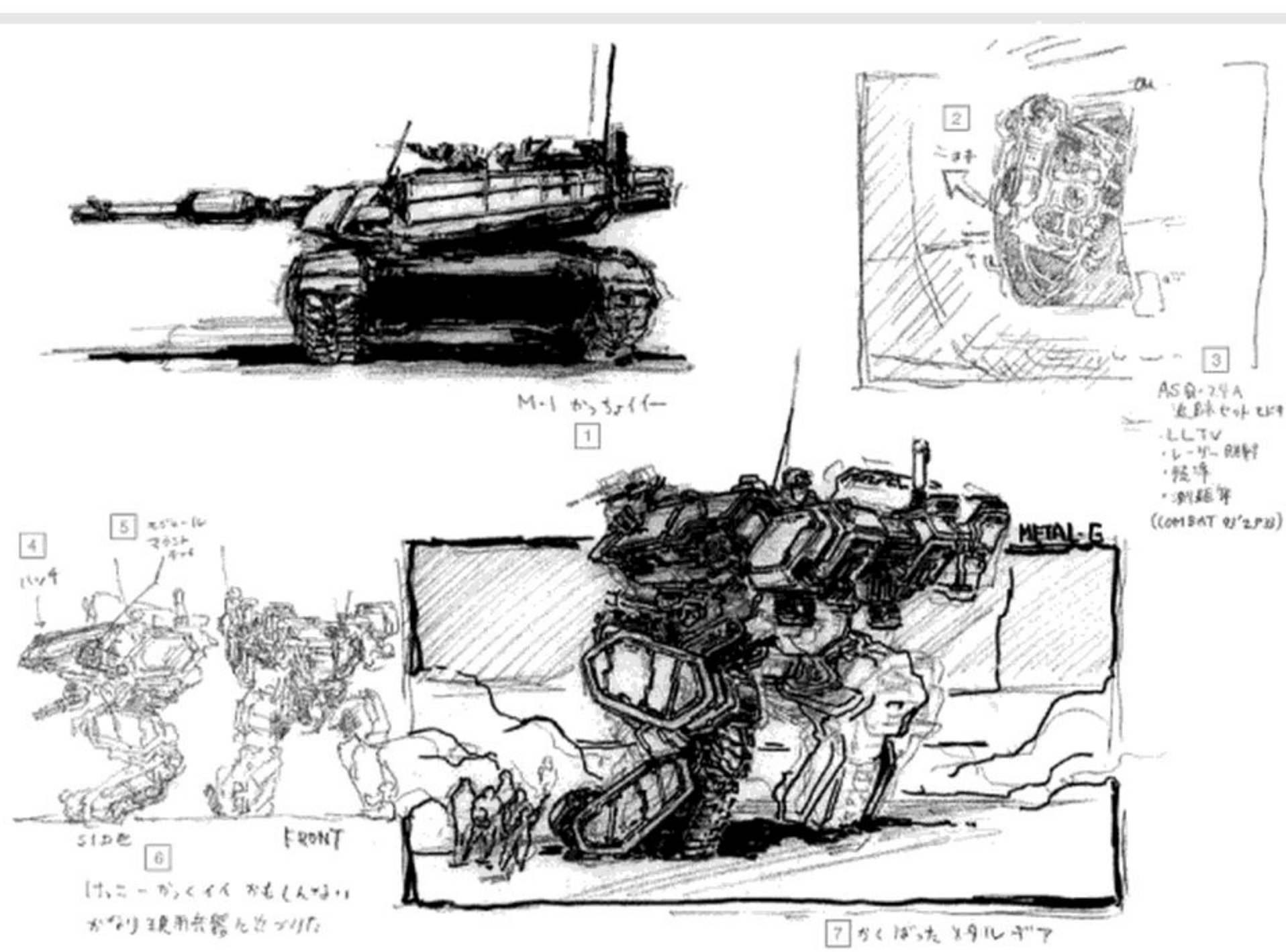


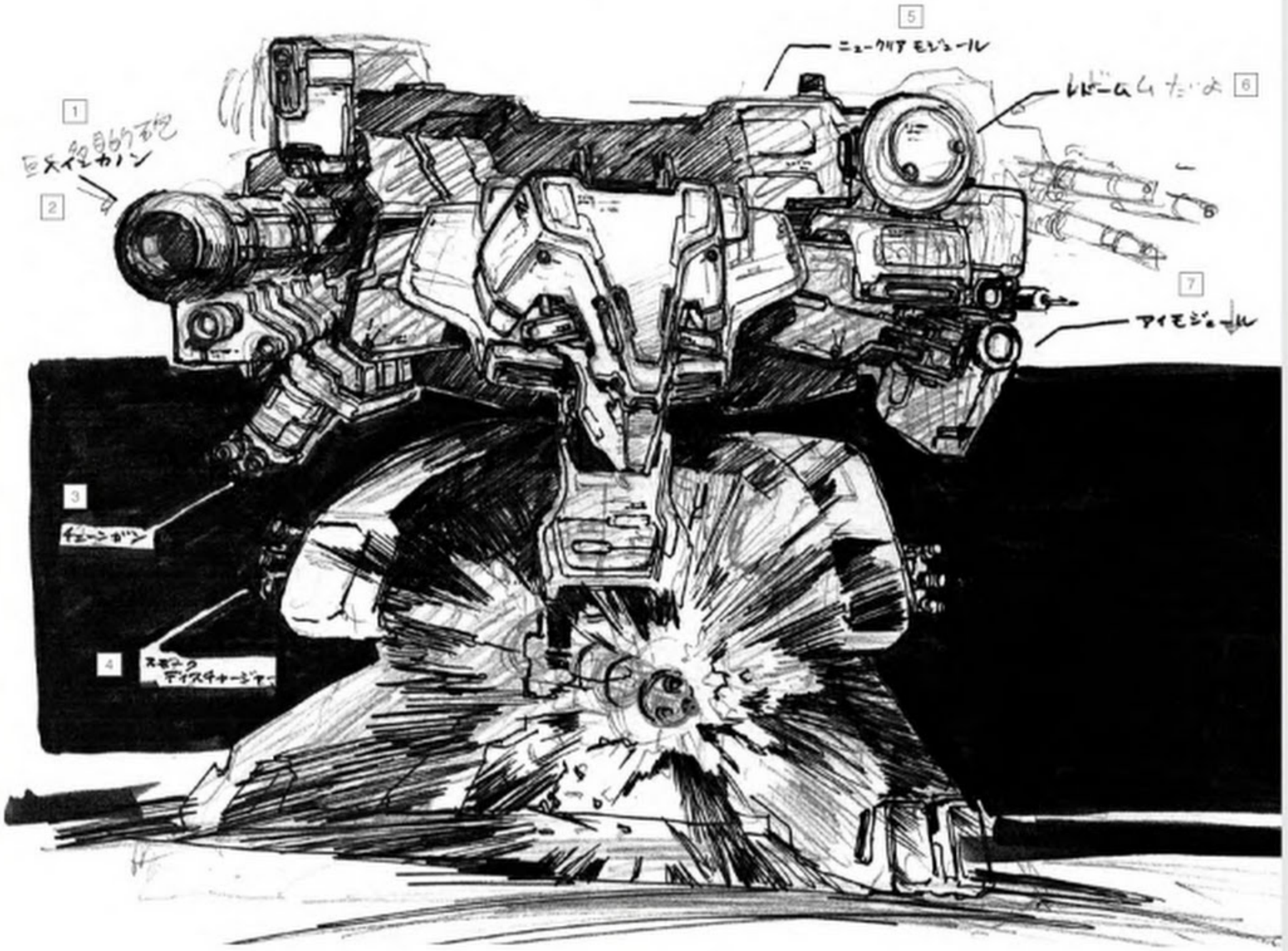
A 1. Nuclear module
2. Nuclear module
3. Nuclear module
4. Detail
5. Eye module
6. Slit
7. Shines like *Ideon*
8. Metal Gear concept notes
9. Thighs could be better?
10. Leg
11. Prototype I
12. Prototype III

B 1. M1. It's so cool.
2. *"NYUK"*
3. ASO-24A
Pursuit Set-ish
• LLTV
• Laser firing
• Sighting
• Distance measuring, etc.
4. Hatch
5. Module mount latch
6. This could be really cool. It's getting much closer to modern-day weaponry.
7. Angular metal armor

Editor's note:
Densetsu Kyojin Ideon is an anime series created by Yoshiyuki Tomino.

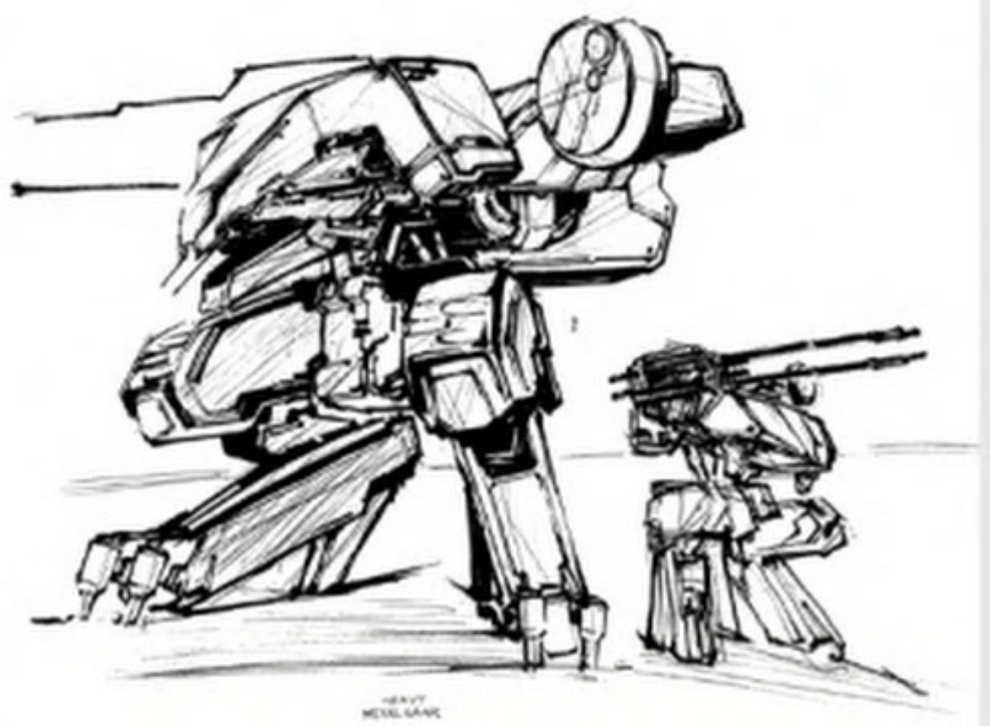
Матеріал, захищений авторським правом

A



B

1 (左右の足の構成を間違えている)

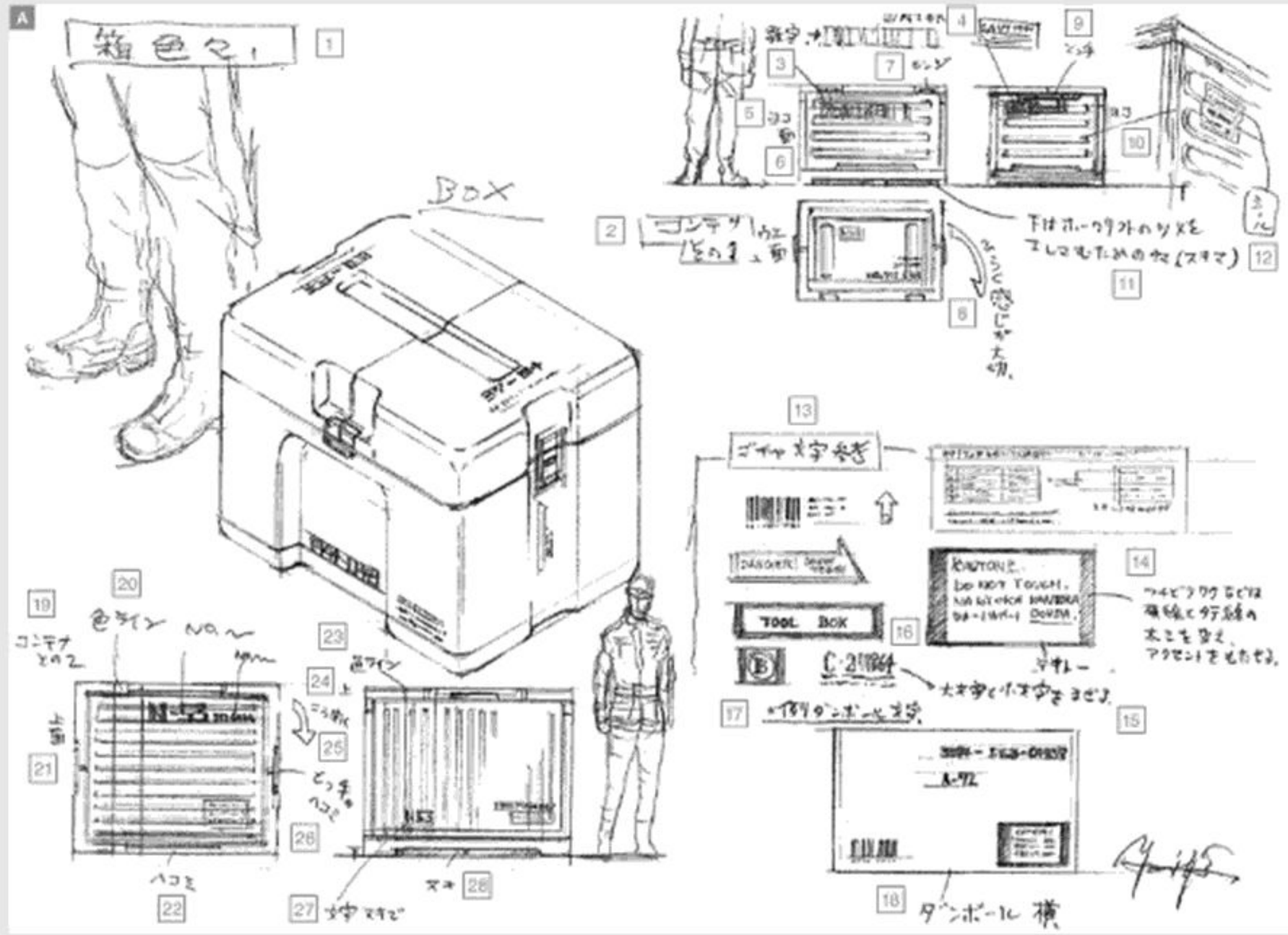


A 1. Huge multipurpose cannon
2. Main cannon
3. Chain gun
4. Smoke discharger
5. Nuclear module
6. Radome
7. Eye module

B 1. Got the configuration of the left and right legs wrong.

Матеріал, захищений авторським правом

A



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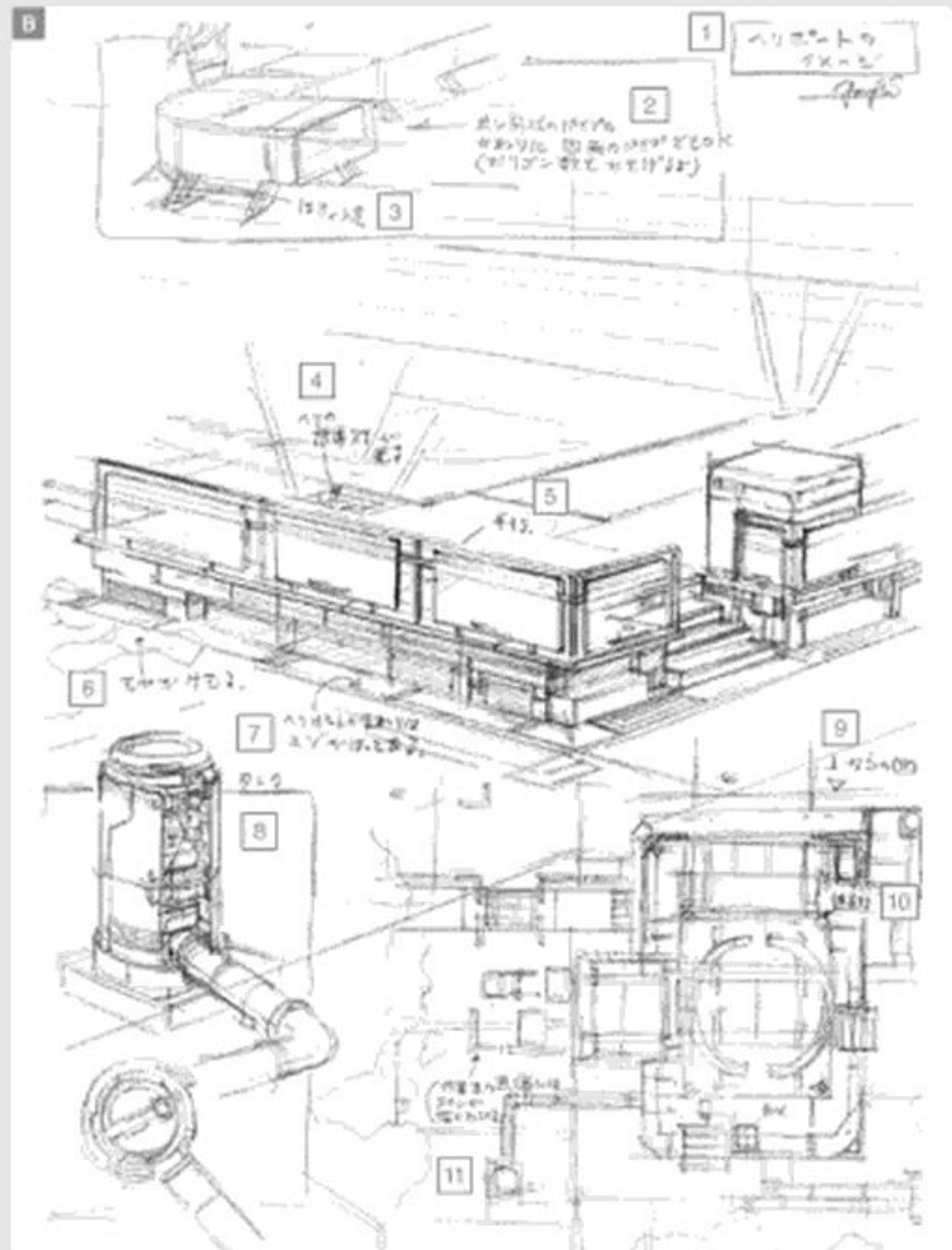

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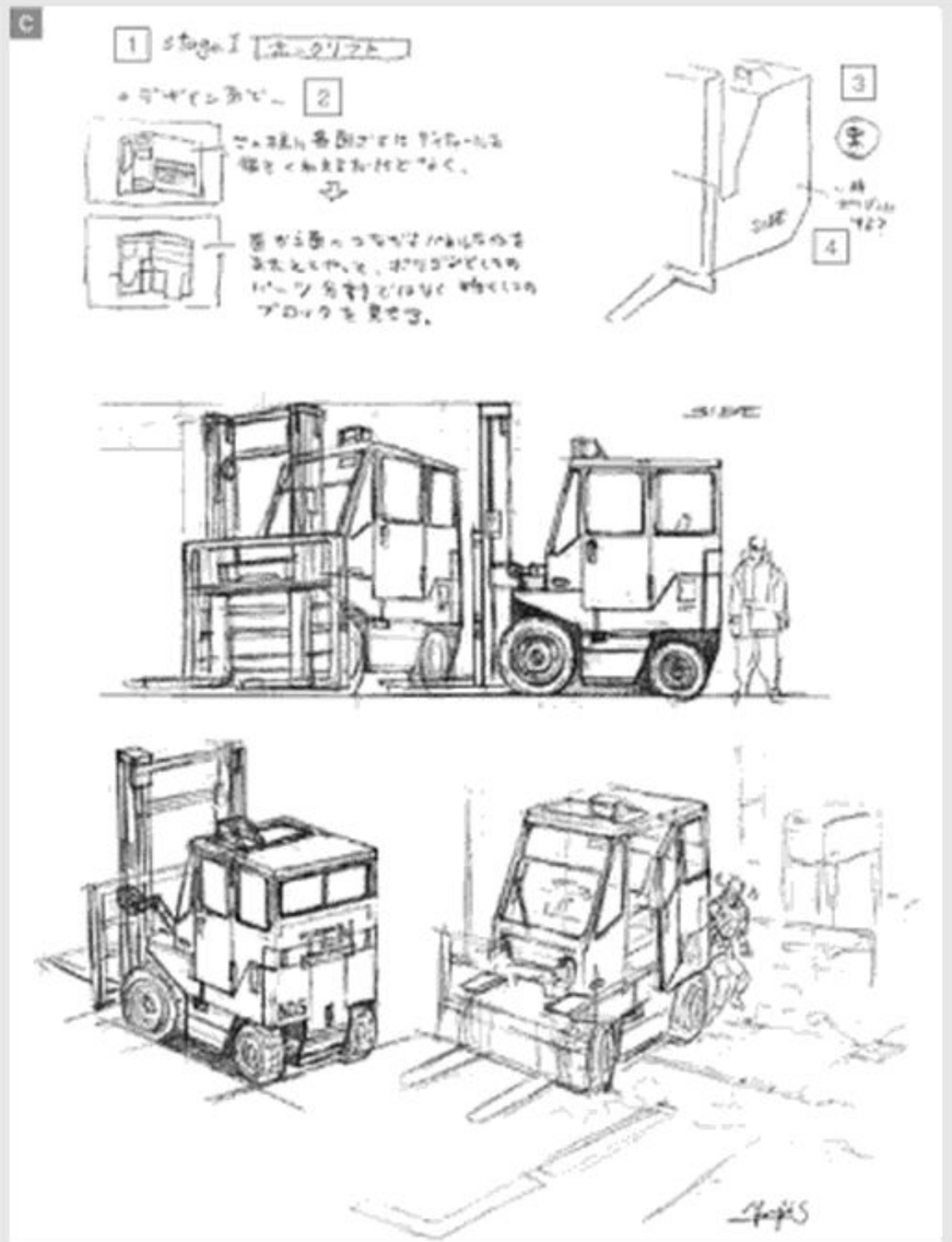
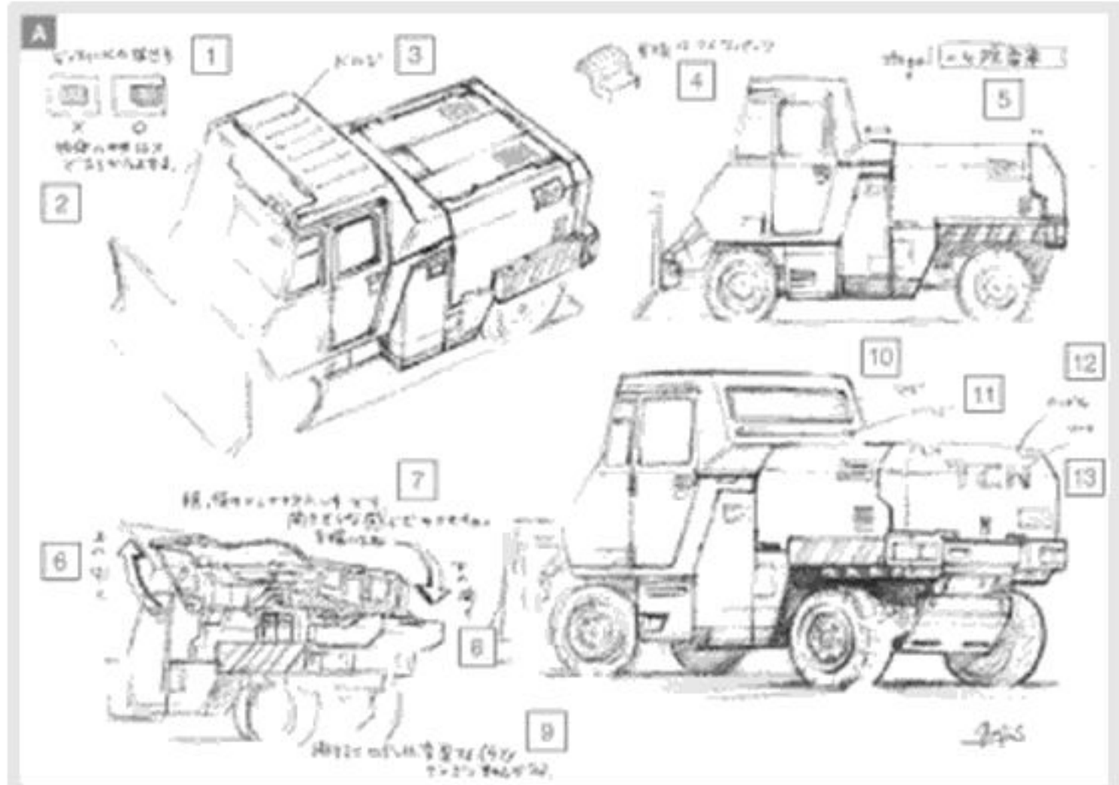


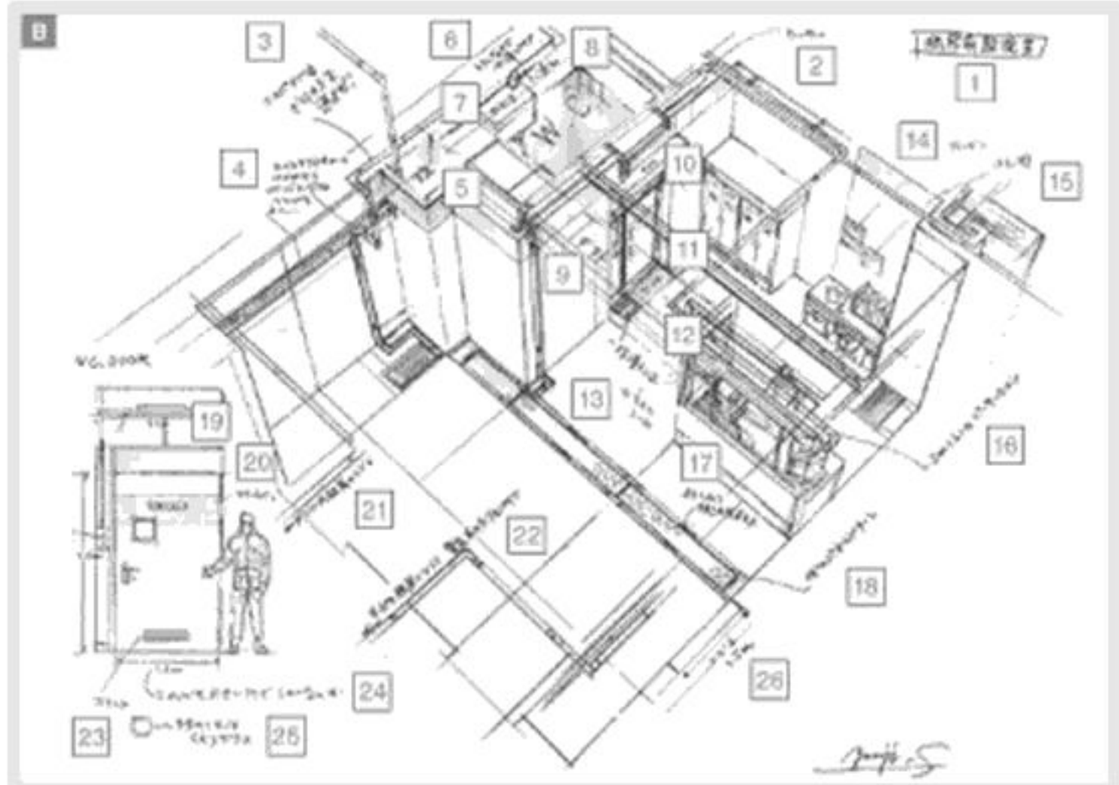
A
1. Various boxes
2. Container no. 1
3. Numbers
4. Okay if they turn
5. Side view
6. Top view
7. Hinge
8. The way it opens is important.
9. Handle
10. Side
11. The bottom has gaps to insert the fork of a forklift.
12. Label
13. Reference for the block of text.
14. Accent by changing the thickness of vertical and horizontal lines around the edge.
15. Something appropriate
16. Mix of capital letters and numbers
17. Cardboard box sample text
18. Side of cardboard box
19. Container no. 2
20. Colored lines
21. Top
22. Recessed area
23. Colored lines
24. Top
25. Opens like this
26. Recessed area for handling
27. Remove text
28. Remove

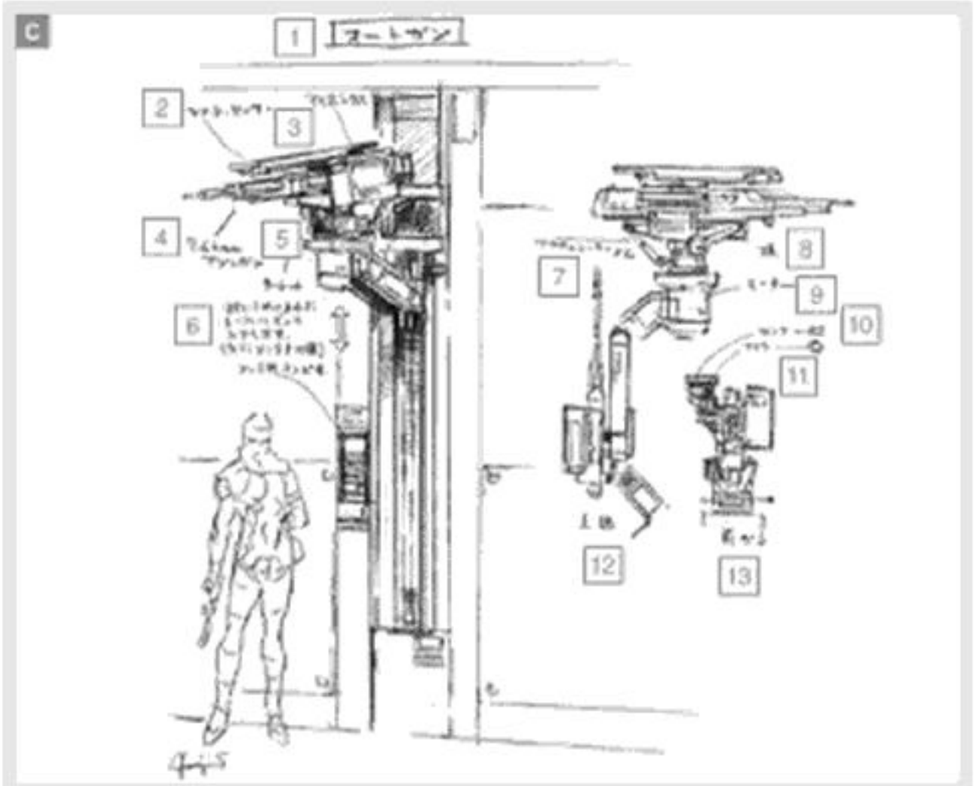
B
1. Heliport concepts
2. It's okay to use square pipes instead of cylindrical ones (that will also help us save on the number of polygons).
3. Supports
4. Guide light shines out for helicopters.
5. Handrail
6. Mist
7. There is a trench around the heliport
8. Tank
9. View from above
10. Guide light
11. Lines showing lanes for work vehicles

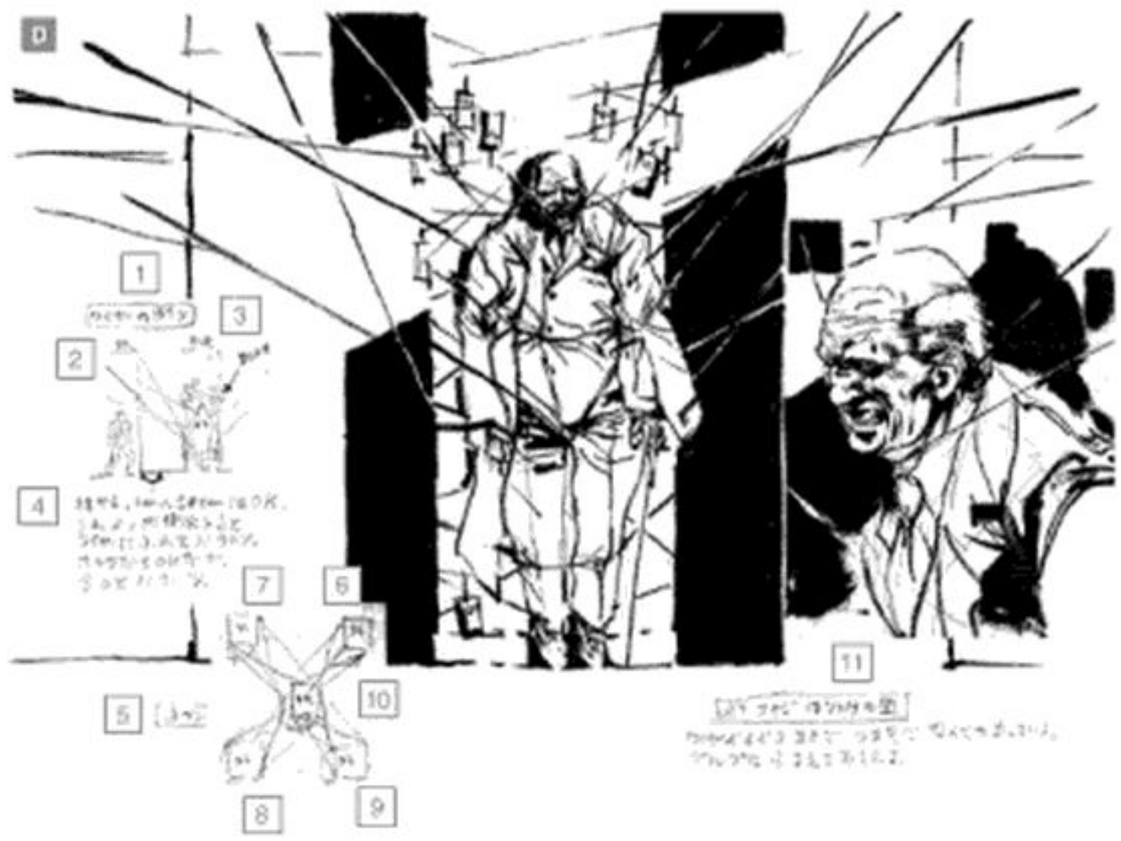
C
1. Stage 1 forklift
2. In terms of design:
   Don't just add details to each side like this . . .
   . . . apply panel lines that are linked from side to side and show as a single item block, not separate parts as polygons.
3. Proposal
4. Make this a single polygon?

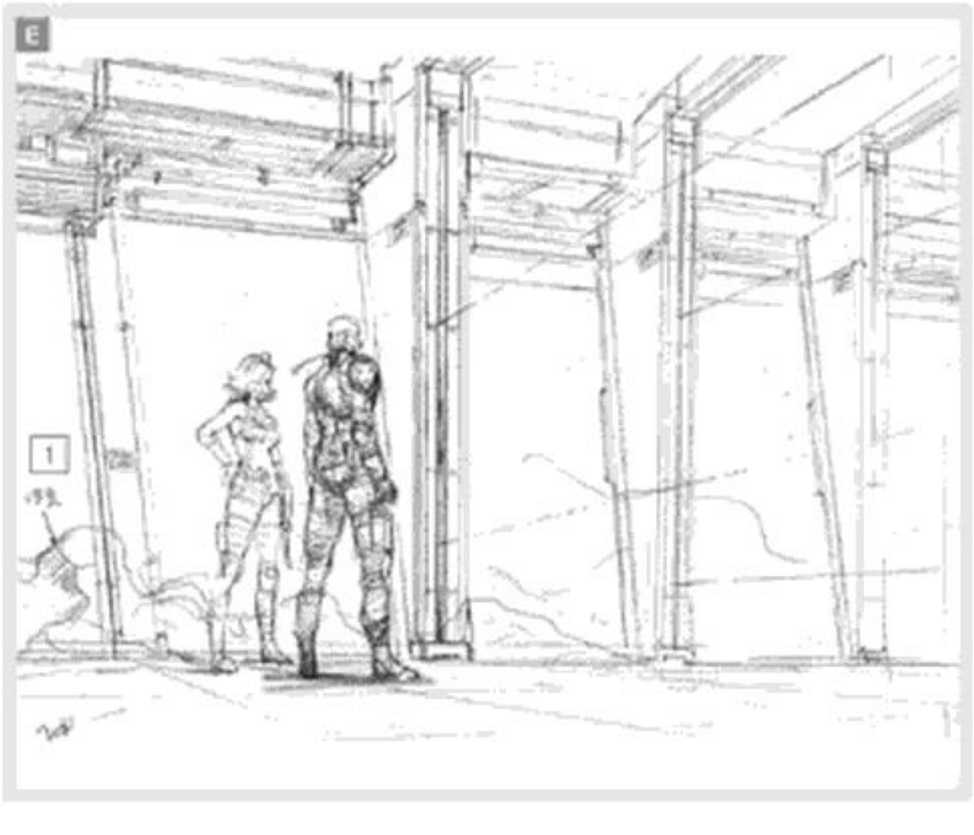
Матеріал, захищений авторським правом











A
1. Drawing of the details
2. Don't center it on the object. Push to one side or the other.
3. Bulge
4. A part like this goes on the roof.
5. Stage 1 fake snowplow
6. Swings in an upward direction.
7. The side and rear have a maintenance hatch. The textures are drawn so it looks like it's opening.
8. Swings in a downward direction.
9. Transforms into a robot when it opens (not really).
10. Window
11. Bulge
12. Handle
13. Logo

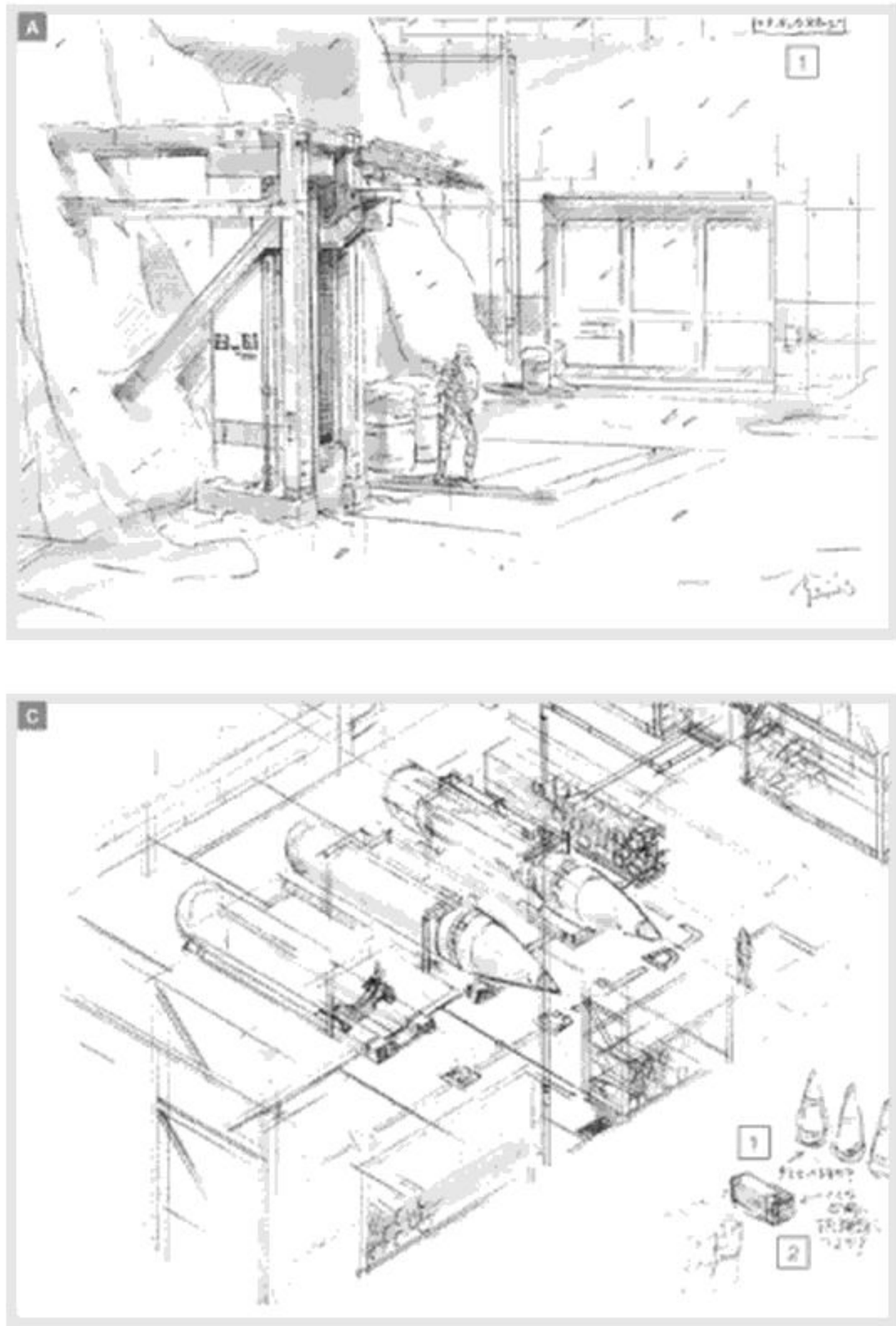
B
1. Monitoring room for cells
2. Locker
3. This pipe runs over the duct!
4. Change this from pipes having the wall texture to putting polygon parasolid pipes on top.
5. Pillar
6. This is a bathroom, so include water pipes.
7. Water tank
8. Wider
9. Duct
10. Light
11. Mat
12. One step down
13. Sticker on the glass
14. Calendar
15. Memos
16. 3 m-high partition
17. Cutouts for lifting by hand.
18. Typical panel pattern
19. Light
20. Color line
21. To Meryl's cell
22. To the DARPA cell. Conduit for electrical wiring.
23. Slit
24. This is pretty wide, isn't it?
25. The part in the middle is frosted glass.
26. Door is 1.5 m

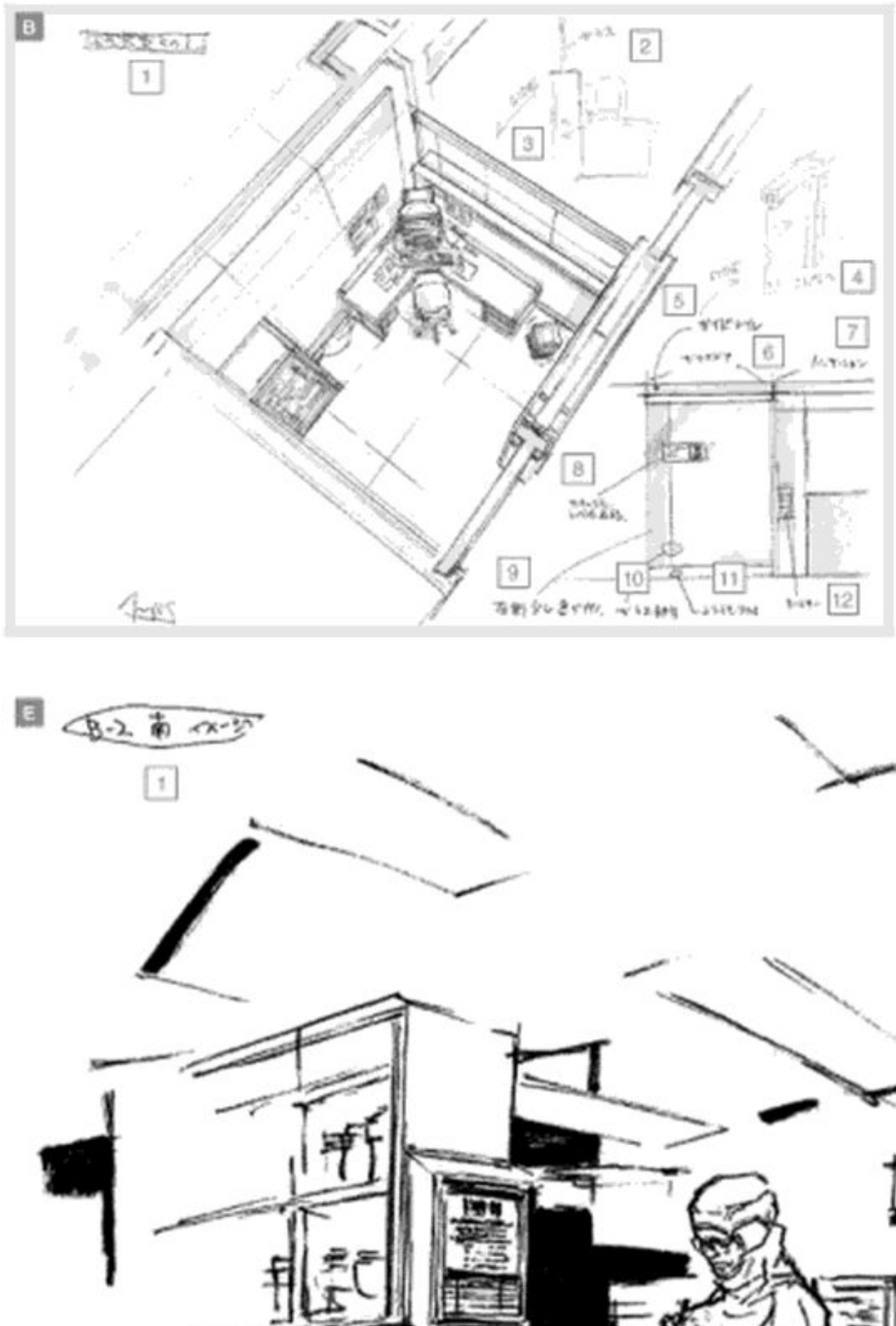
C
1. Autogun
2. Camera, sensor
3. Ammo box
4. 7.62 mm machine gun
5. Turret
6. Goes up and down along a rail embedded in the pillar (mostly for maintenance). Maintenance panel.
7. Actuator
8. Side
9. Motor
10. Sensor
11. Camera
12. View from above
13. View from the front

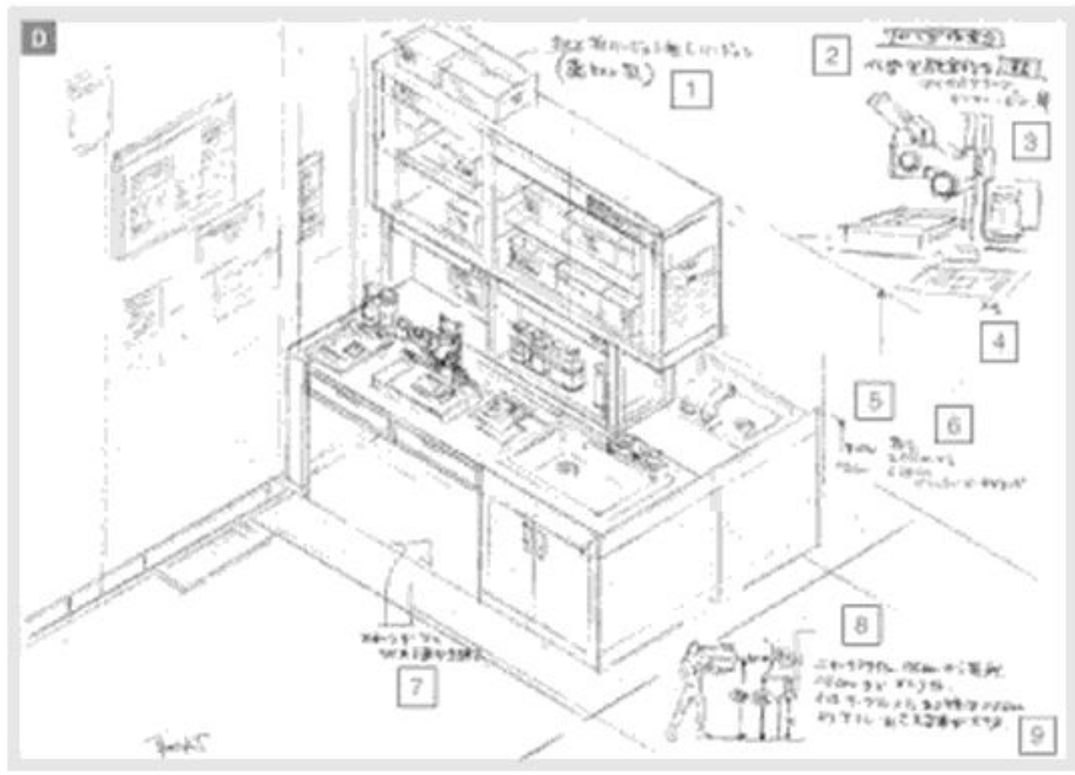
D
1. Wires
2. Outer
3. Center
4. 1 m or 50 cm from the pillar is okay. Any more than that, you touch a wire and *"BOOM"*. Creeping would be fine, but standing should lead to a quick explosion.
5. From above
6. Outside
7. Outside
8. Outside
9. Outside
10. Center
11. AT's crucifixion—the wires are wrapped tight around him and he can barely stand on his tiptoes. He is shaking uncontrollably.

E
1. Cold air

Матеріал, захищений авторським правом







A 1. Tank stage

B 1. Lab no. 1
2. Glass
3. Wall
4. Like this
5. Guide rail
6. Glass door
7. Partition
8. Displays security level
9. Slightly tinted on the right-hand side
10. Glass
11. Top and bottom are aluminum
12. Card key reader

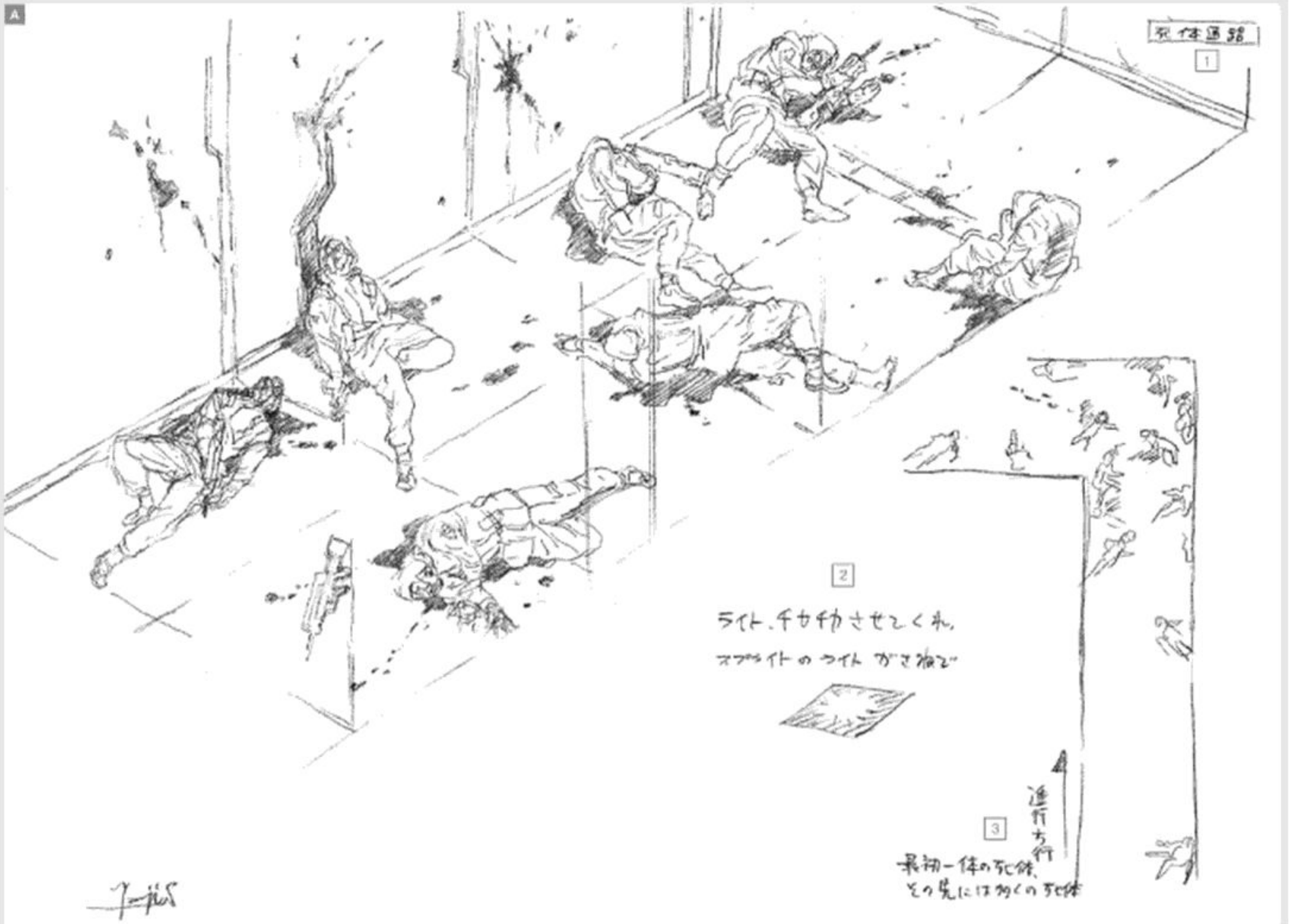
C 1. Stand them up and reduce the quantity?
2. Make the nuclear warheads square like this?

D 1. Versions with and without boxes (first-aid kits).
2. Gas chamber workbench
3. Staging—like a chemical experiment room. Microscope, beakers, jars, etc.
4. Notes
5. Table
6. Height—modeled to be 200 to 230 cm
7. Snake can hide here
8. Hit area
9. The Nikita missile is fired from 136 cm. Everything under 115 cm will be missed, thus it is important to keep everything on the table at 115 cm or lower.

E 1. Image for B-2 south

Матеріал, захищений авторським правом

A



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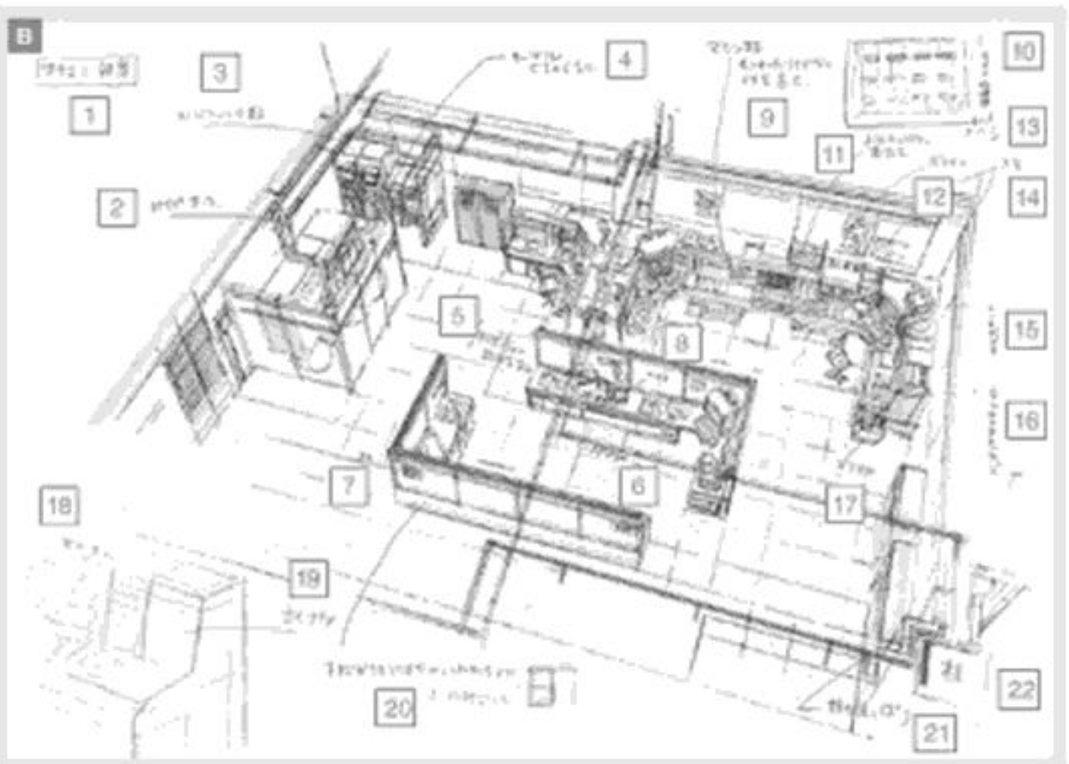
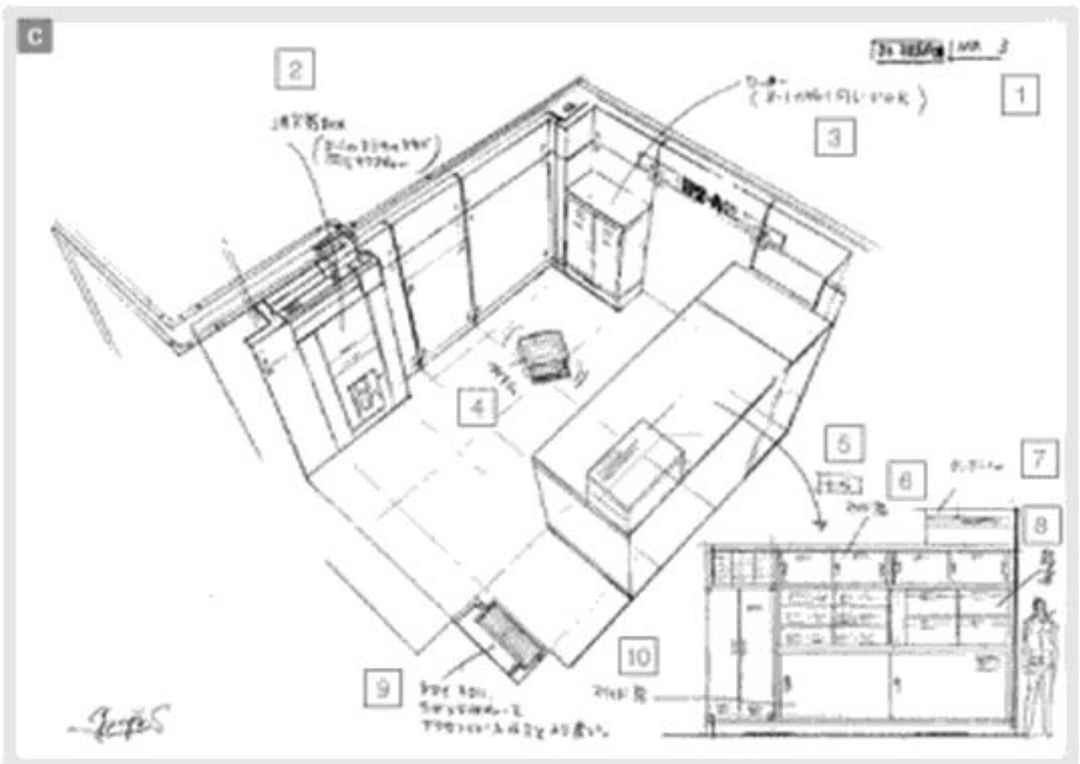


C

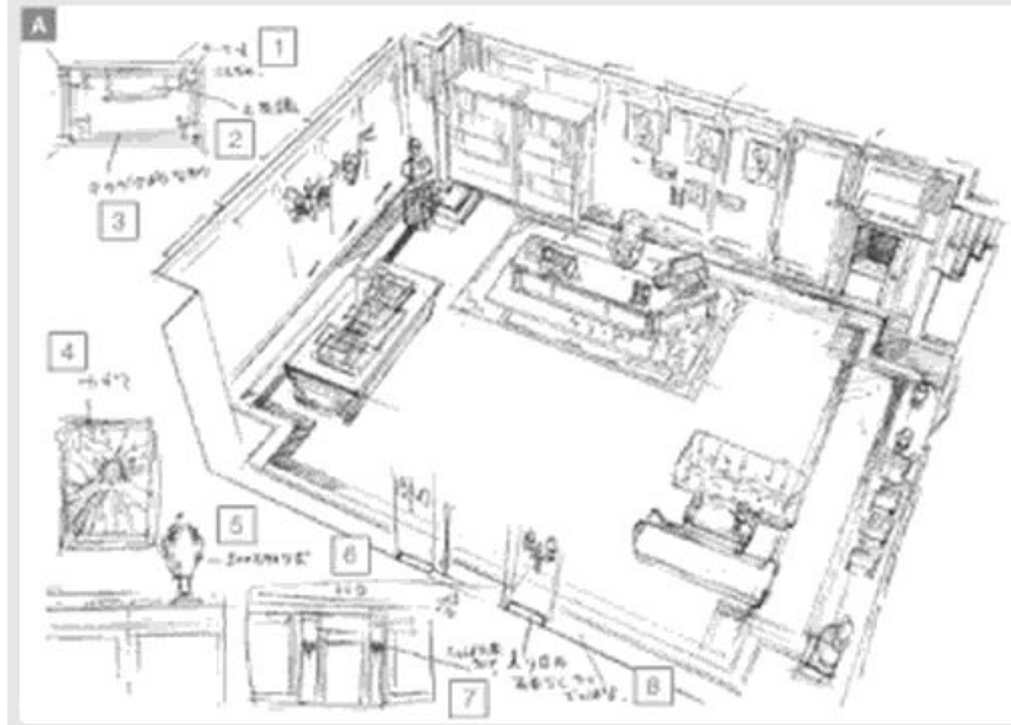


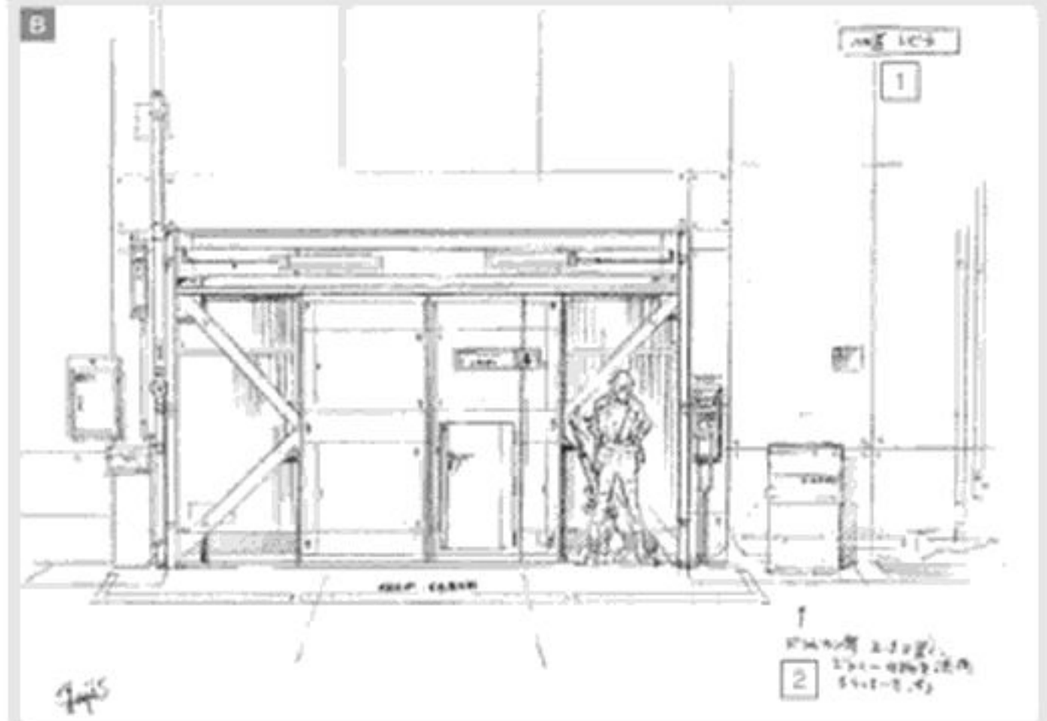
A 1. Corridor of corpses
2. Make the light flicker by adding sprites to lights.
3. Direction of movement. First there is one corpse, and then there are many.

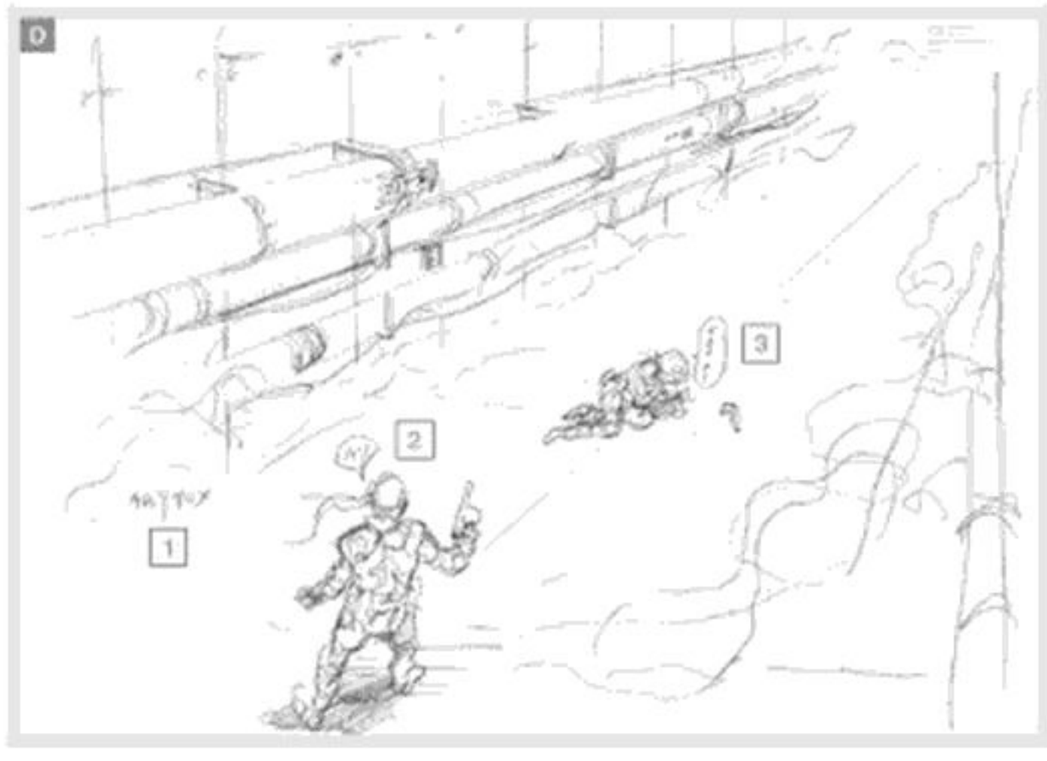
B 1. Otacon's room
2. Pipe goes below
3. Hard drives
4. Messy wires
5. Partition shouldn't stick out
6. Pipe
7. Memo
8. PlayStation
9. Hardware. Not just monitors—there should be mechanical items as well.
10. Placement of lights
11. Bookshelf placed on top
12. Poster
13. From above
14. Memos
15. Hard drives
16. Cut slightly on the diagonal
17. Trash can
18. Monitor
19. Slightly diagonal
20. Not glass all the way to the bottom. Only the top part of the partition.
21. Protrusion for the pillar
22. Pillar

C 1. B-2 storage room no. 3
2. Fire extinguisher box (same texture as the one in the B-1 corridor).
3. Lockers (can be the same as those on B-1).
4. Item
5. Shelves
6. Sliding doors
7. Cardboard box
8. Boxes, etc.
9. The floors would be better if there were accents from different textures here and there.
10. Sliding doors

Матеріал, захищений авторським правом







A 1. Carpet is like this.
2. Flowery
3. Geometric
4. Mirror
5. $50,000 vase
6. Entrance
7. Lamps shaped like candles.
8. Wall sticks out a little on each side of the entrance.

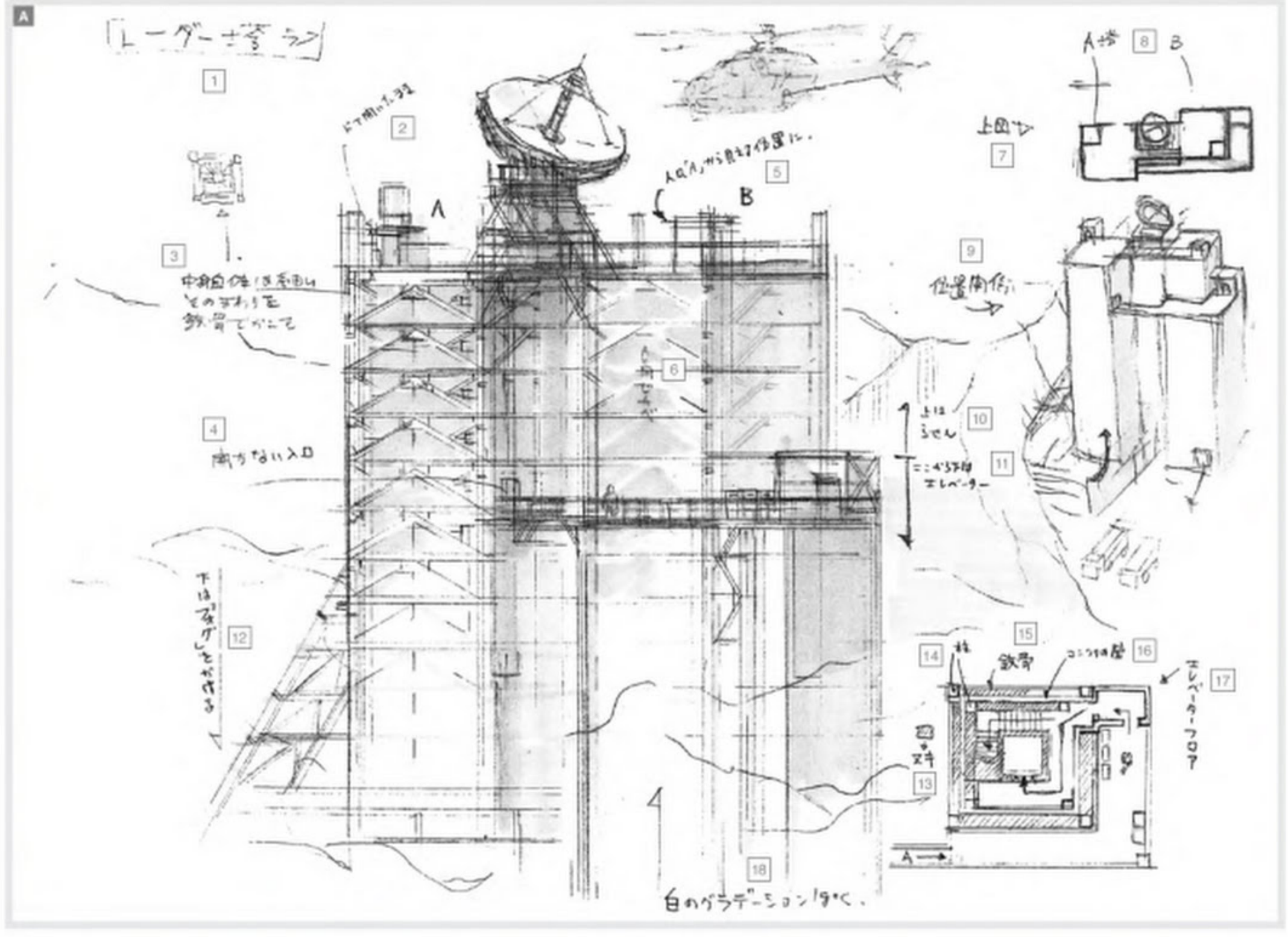
B 1. Doorway
2. Place two or three drum cans. Borrow some from Johnny 4-2.

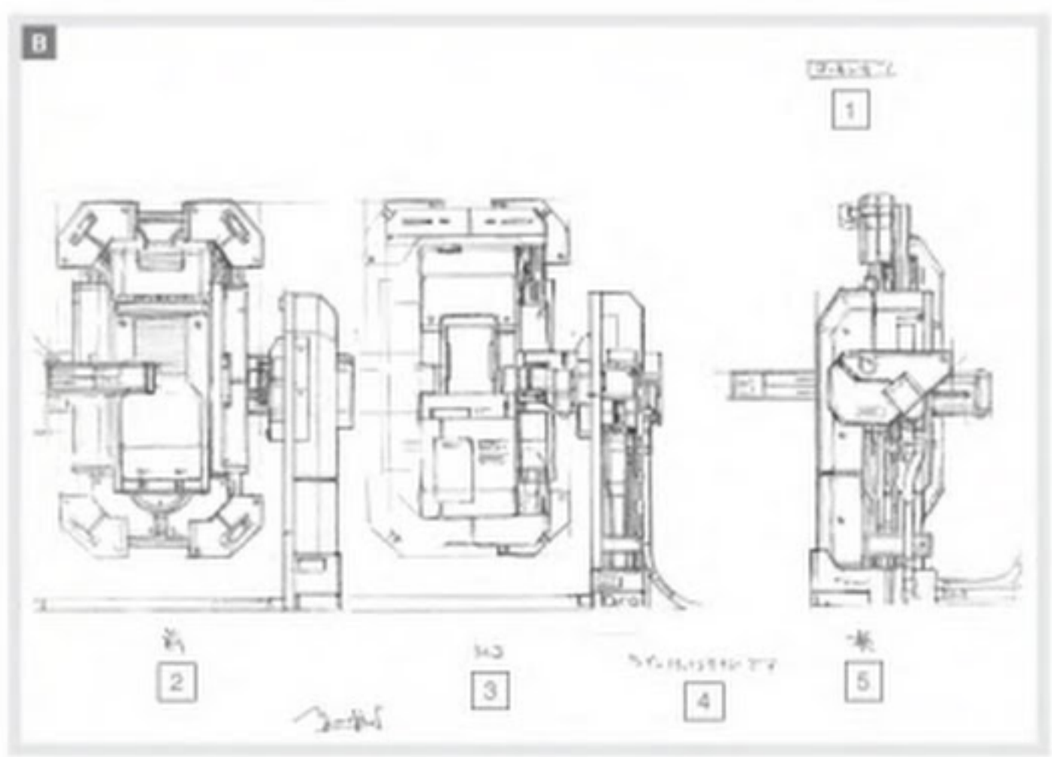
C 1. Steam
2. First appearance of Sniper Wolf:
•High walls on both sides.
•Area above is hazy and can't be seen.
•Random snow
•Long corridor filled with steam, beyond which a steel-framed tower comes into view.
3. Light

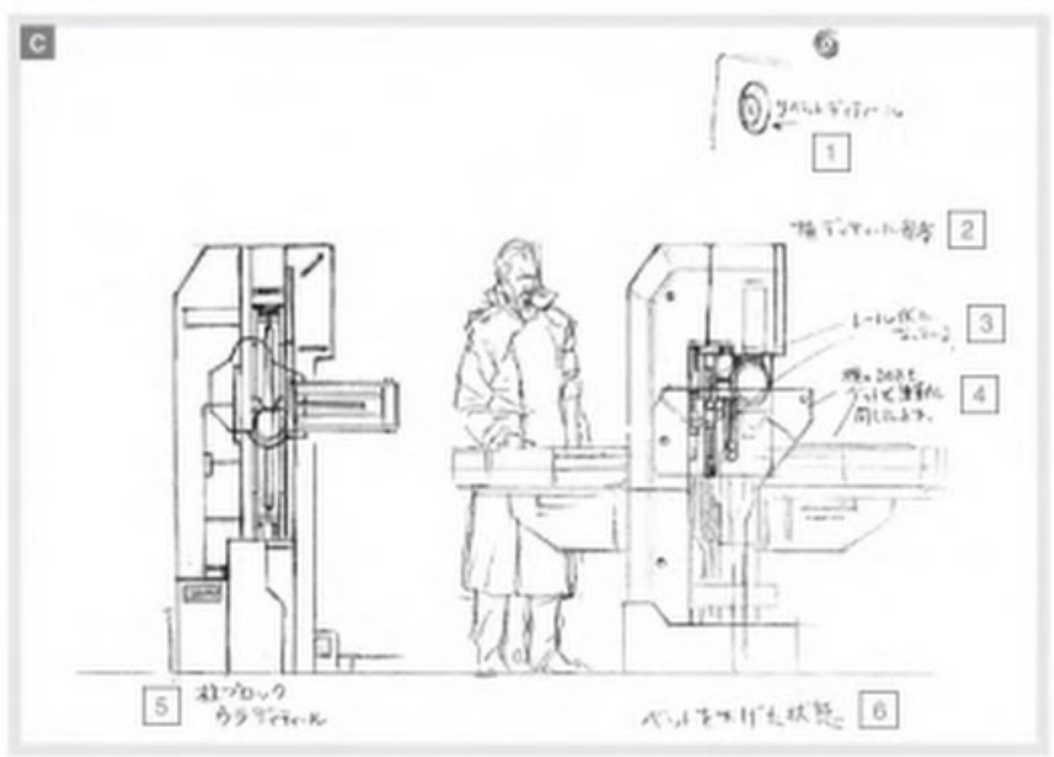
D 1. Steam animation
2. "AH!"
3. "OW!"

E 1. Sniper Wolf

Матеріал, захищений авторським правом





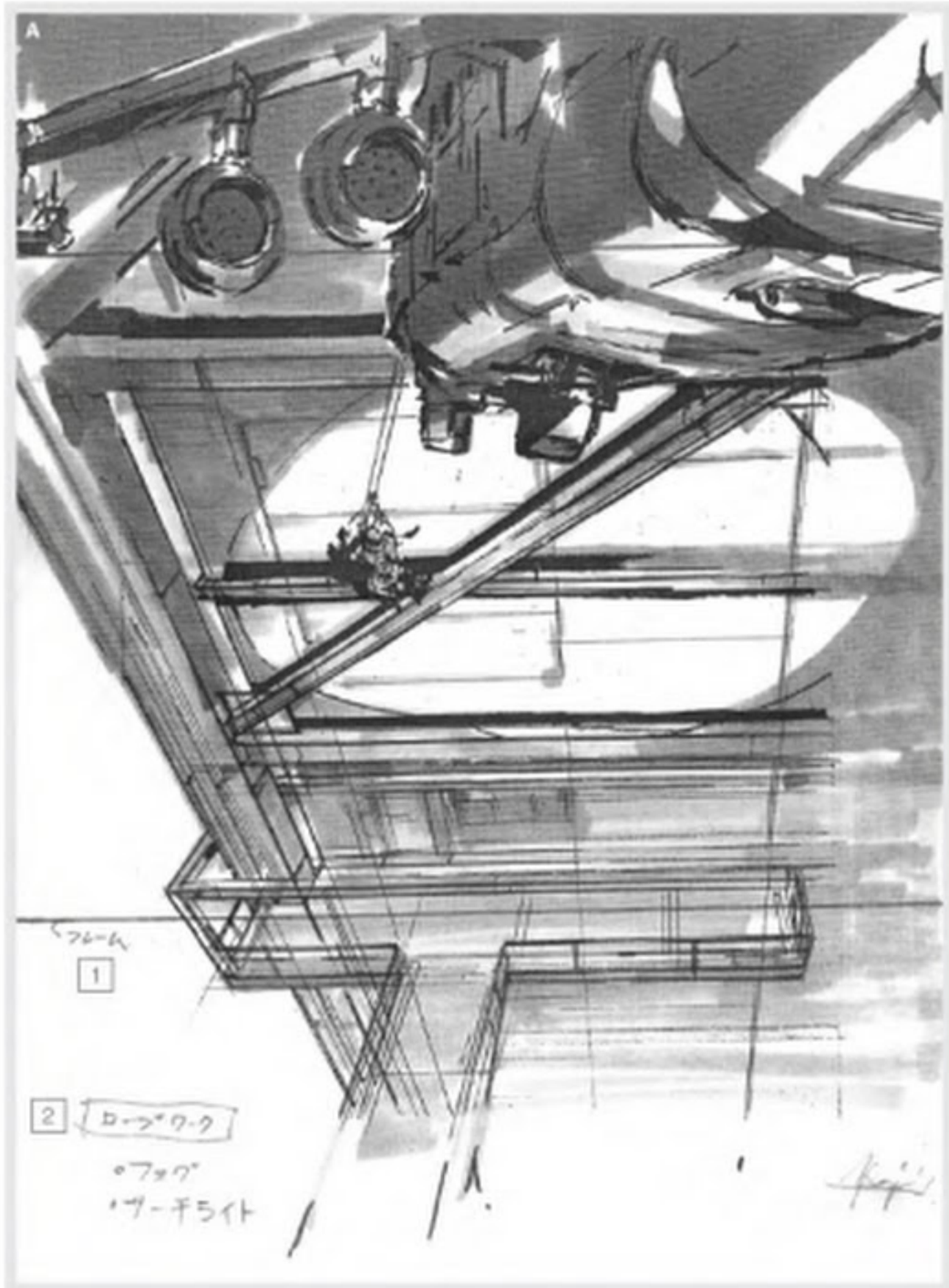


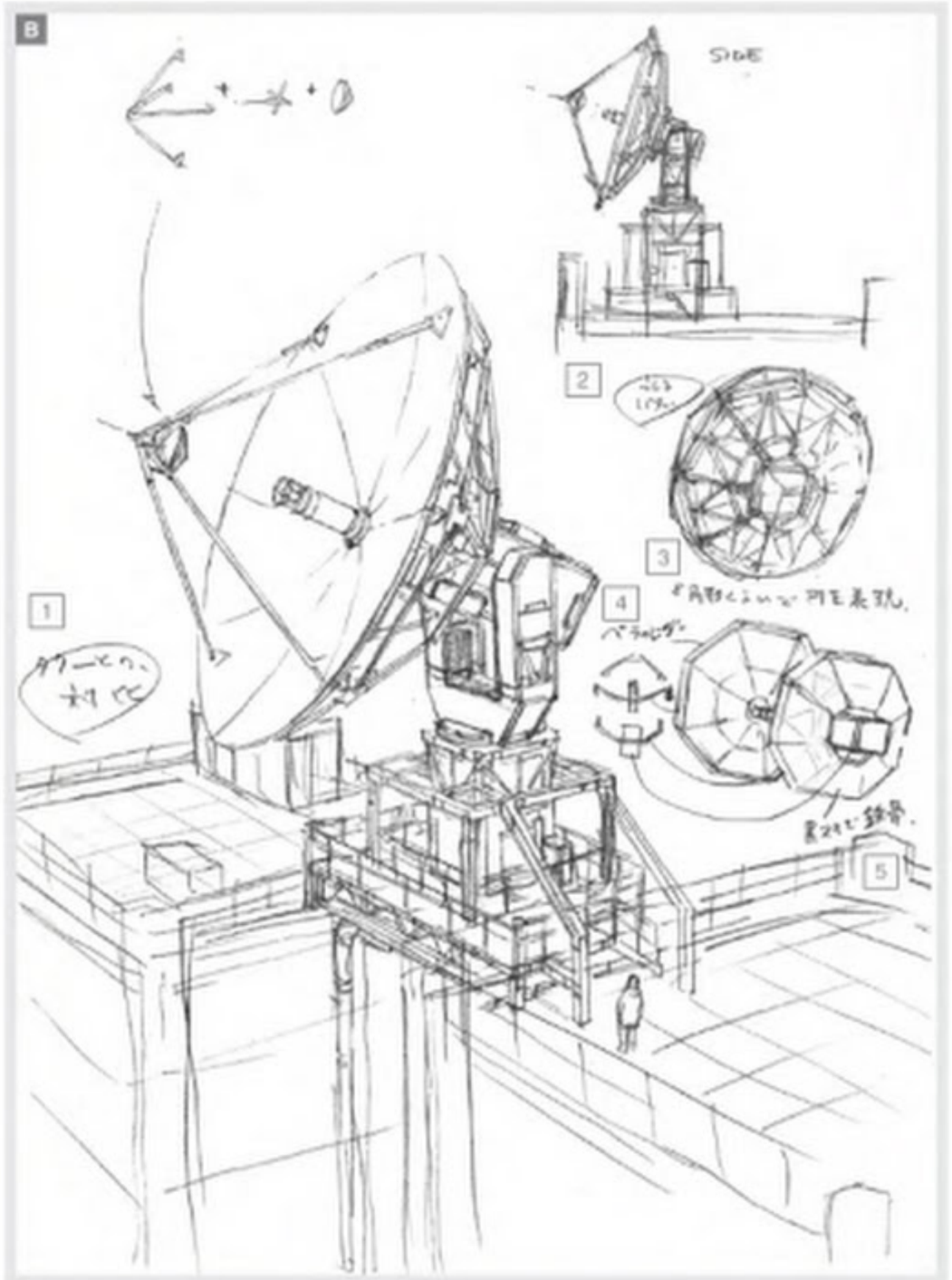
A 1. Rough sketch of radar tower
2. Door is open
3. The interior parts are detailed, and are surrounded by a massive steel frame.
4. This door doesn't open
5. Place in a position that can be seen from entrance A.
6. Same wall as A.
7. View from above
8. Tower A
9. Positioning
10. There is a quarter-turn staircase above.
11. There is an elevator below.
12. The open space below is covered in fog.
13. Open
14. Pillars
15. Steel frame
16. Concrete walls
17. Elevator floor
18. Gradient to white

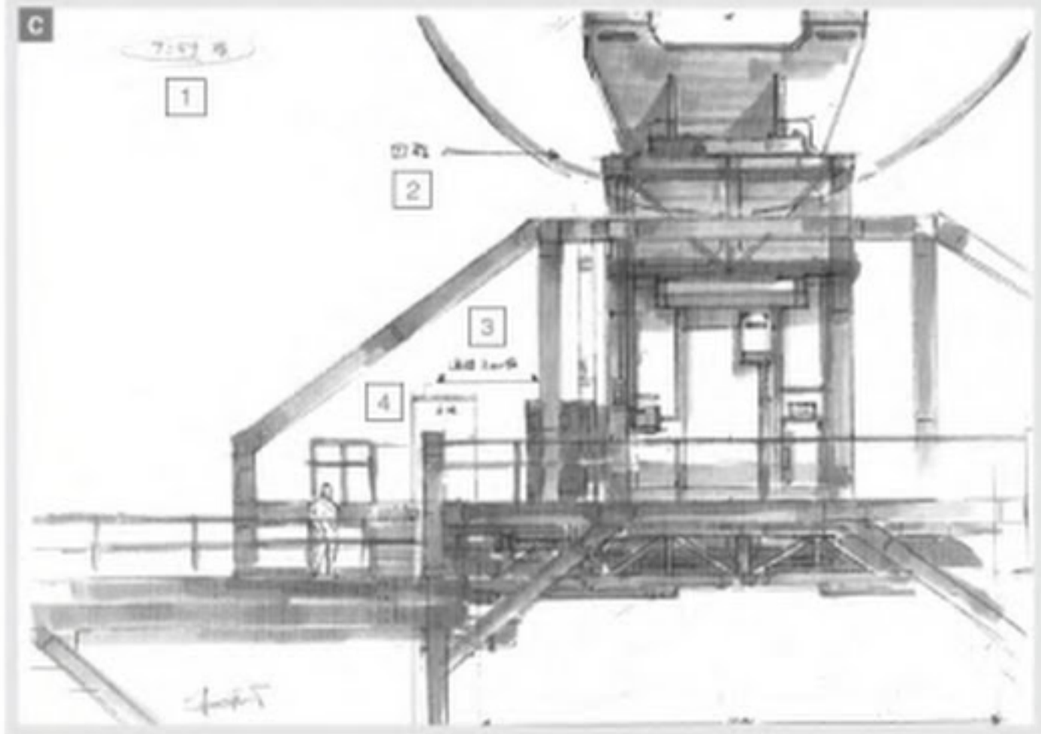
B 1. Torture device
2. Front
3. Rear
4. The lines are very vague
5. Side

C 1. Detail of rivets
2. Reference for side detail
3. Rails
4. Box on the side moves the same as the bed, up and down at the same time.
5. Rear detail of pillar block.
6. View with the bed down.

Матеріал, захищений авторським правом







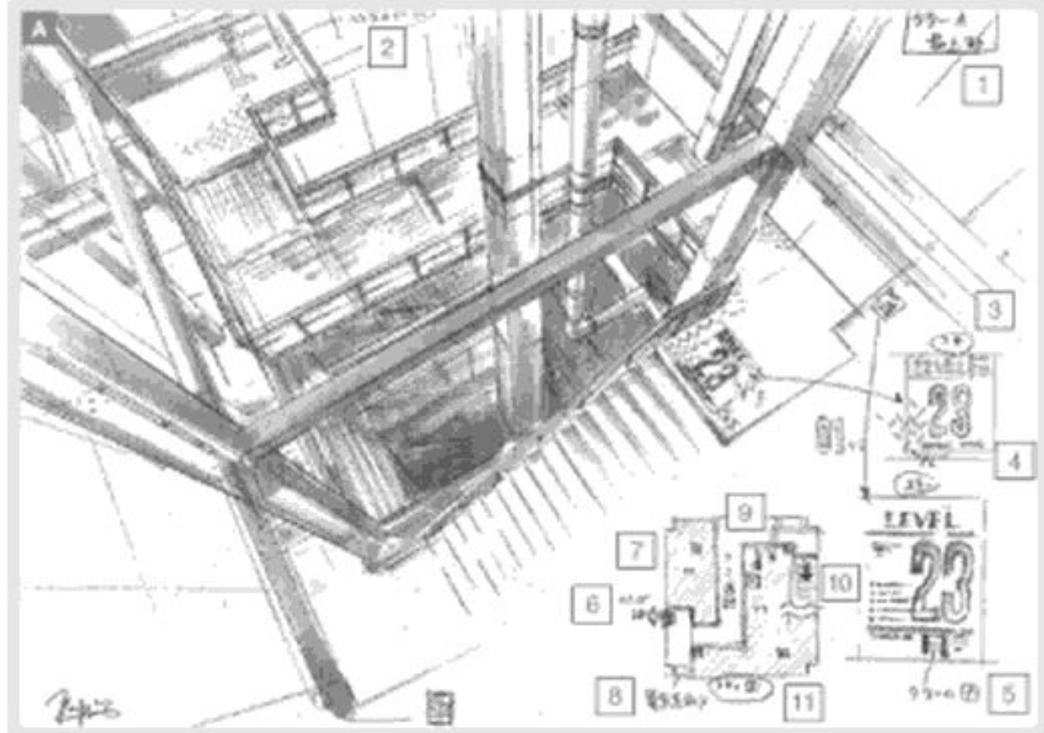
A 1. Frame
2. Rope work
   • Fog
   • Searchlight

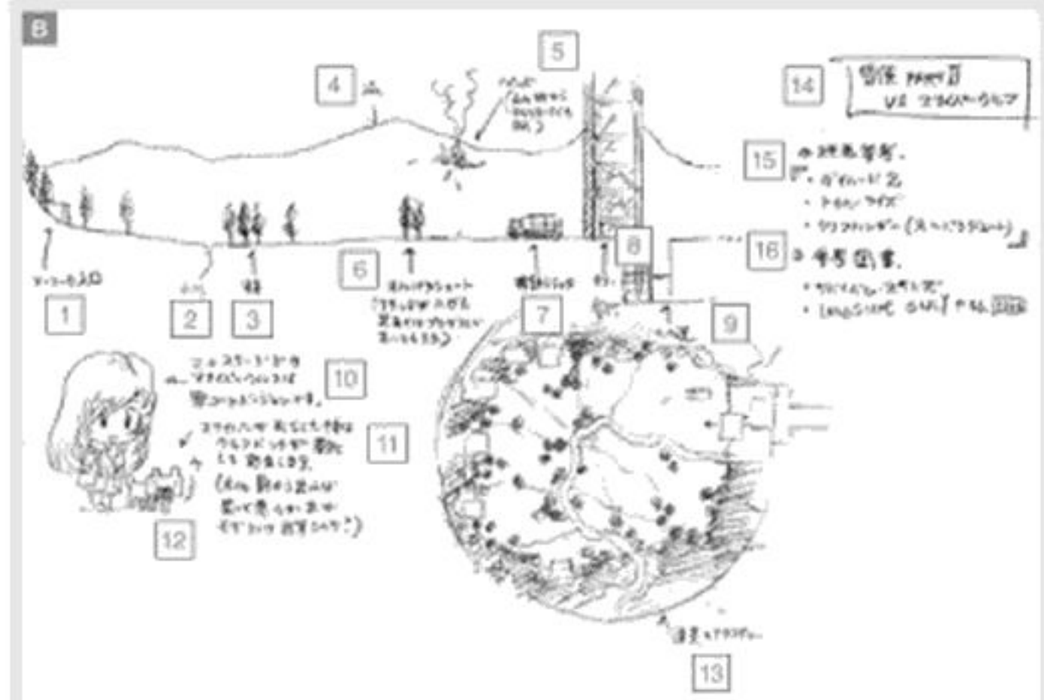
B 1. Size comparison with tower
2. Pattern on back
3. Create a circle using octagons.
4. Parabolic radar
5. Steel frame created using black outline.

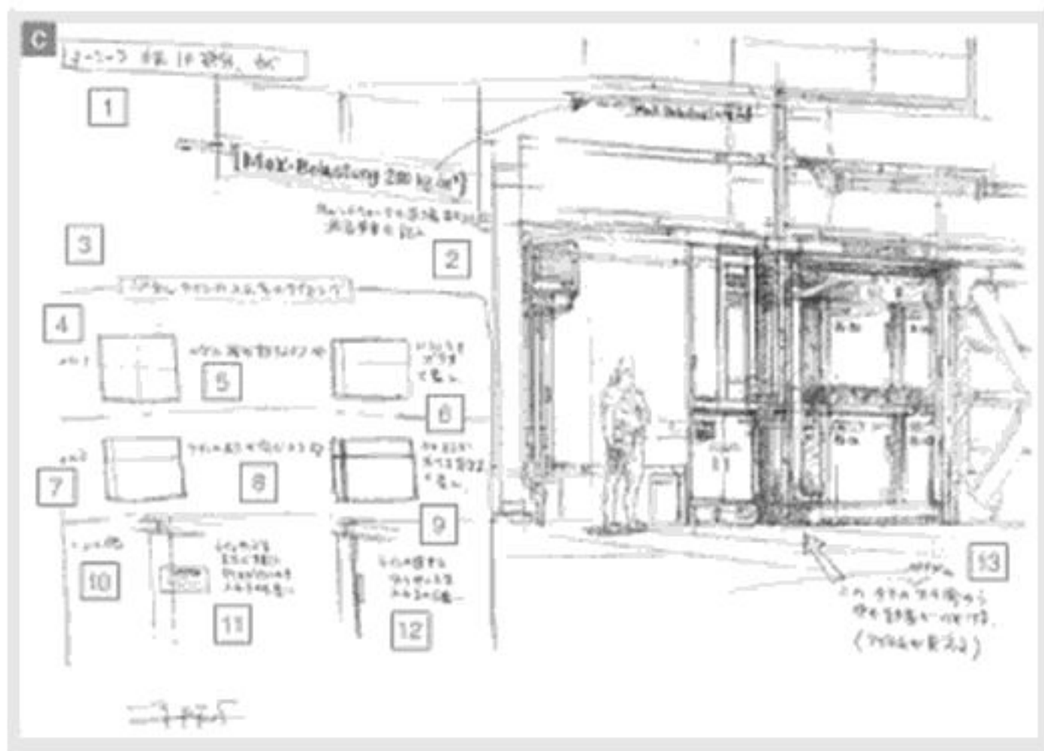
C 1. Side of antenna
2. Rotates
3. Corridor is 2 m wide
4. Main pillar

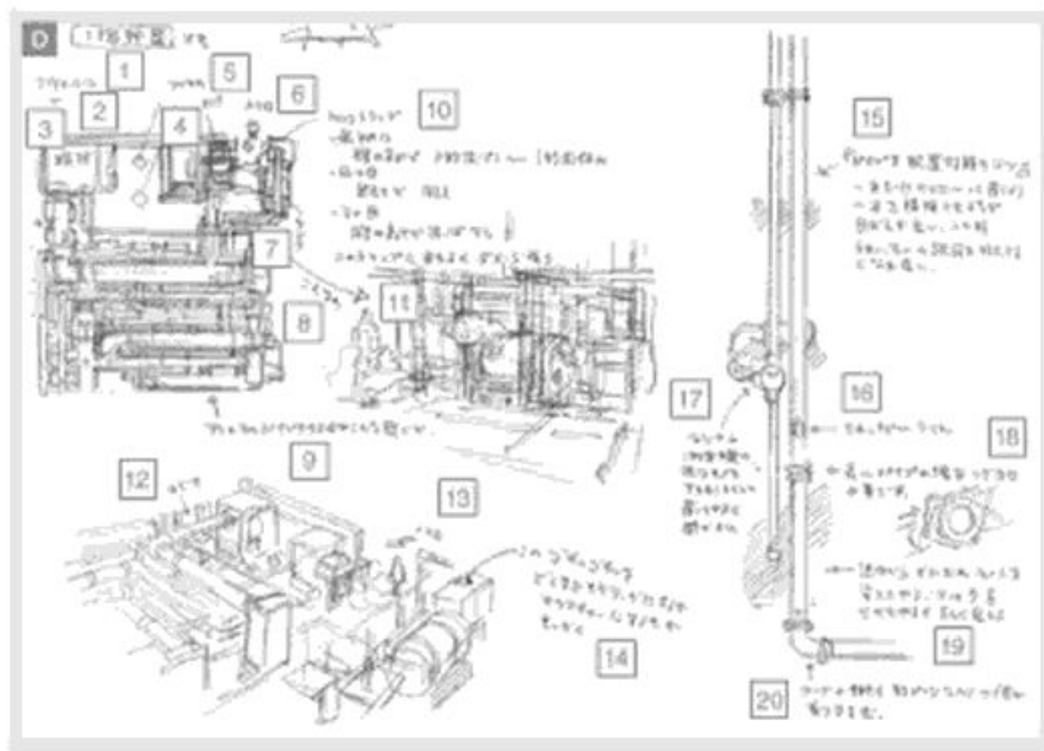
D 1. Quarter-turn staircase

Матеріал, захищений авторським правом









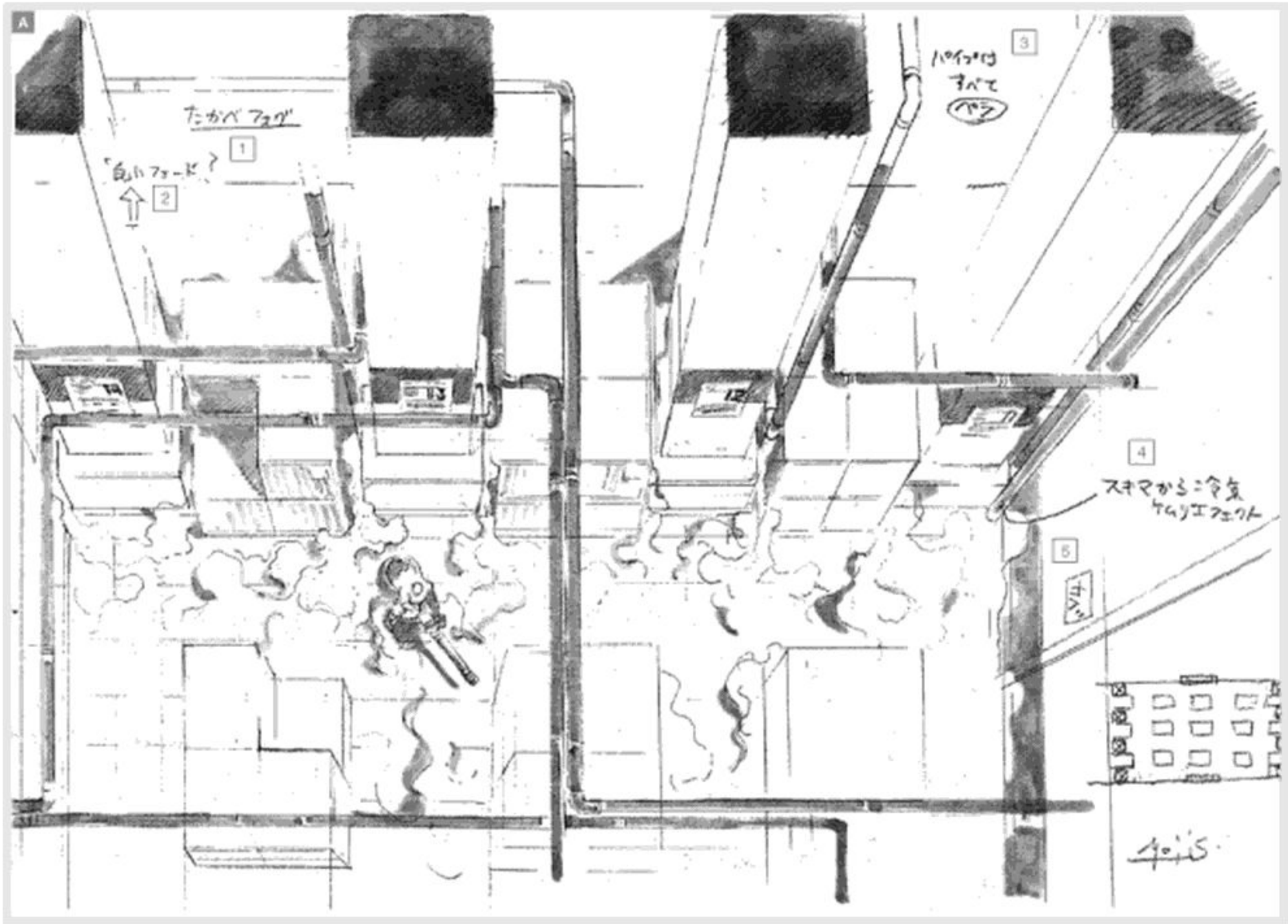
A
1. Top floor of Tower A
2. Ladder
3. Floor
4. Pillar
5. Tower diagram
6. Ladder up
7. Open
8. Electrical box
9. Lattice walkway
10. Open
11. Bird's-eye view

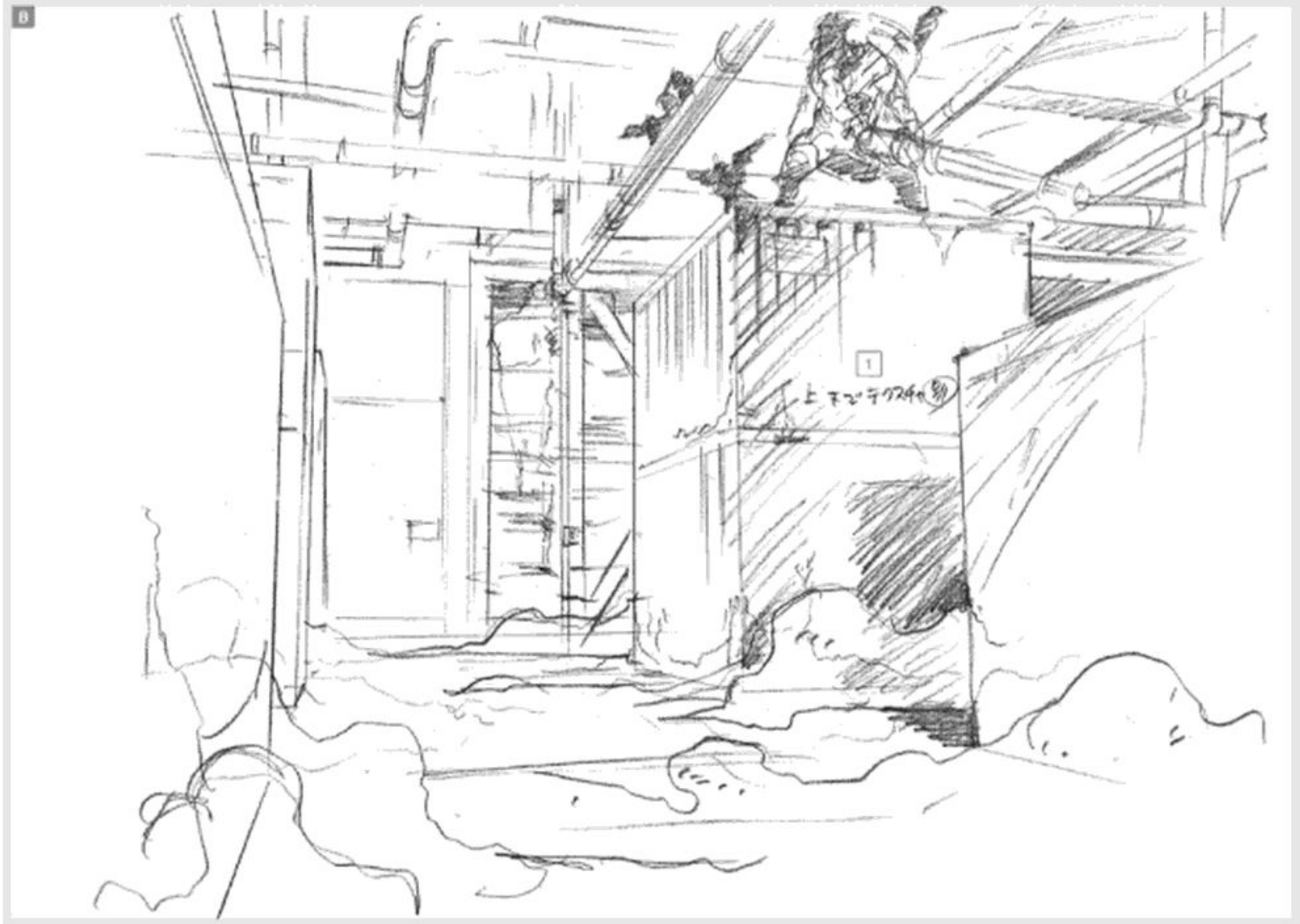
B
1. Entrance to blast furnace
2. Creek
3. Woods
4. Mountain
5. Hind (it's fine if it's just visible as smoke coming from behind the mountain).
6. Parachute in tree (Liquid has escaped and his footsteps should be generated by the program).
7. Truck
8. Tower
9. Road
10. At this stage, Sniper Wolf is in her snow coat.
11. Once Sniper Wolf dies, the wolf dog appears as an enemy. I think it would be good for it to appear from behind trees—can the trees be modeled?
12. *"GARR"*
13. Texture from a distance
14. Snowfield part II vs. Sniper Wolf
15. Reference movies:
    - *Die Hard 2*
    - *True Lies*
    - *Cliffhanger* (parachute in the trees)
16. Reference books:
    - *Survival Skills*
    - *Landscape Only*, page 46 (3344)

C
1. 1F in front of blast furnace wall
2. Insert max weight near the catwalk.
3. Inserting panel lines
4. No. 1
5. Rather than an equal cross . . .
6. . . . it would be good to make it off center.
7. No. 2
8. Rather than having the same thickness . . .
9. . . . it would be good to change the thickness for vertical and horizontal lines.
10. Other
11. It would be good to insert other details over lines.
12. It would also be good to insert accents in the middle of lines.
13. You can see the room inside (see items) through the vertical gaps between pipes.

D
1. First floor room notes
2. Item room
3. Machinery
4. Items
5. Tank
6. Entrance
7. Tank
8. Like this
9. The pipe texture underneath the lattice looks like this.
10. Steam trap. Getting caught in this trap causes damage.
    •First—three seconds of steaming at chest level, followed by one second off
    •Second—same, but at foot level
    •Third—constant steam at chest level
11. *"PSSSH"*
12. Gap through which you can see.
13. Entrance
14. The problem is how much to model or texture this busy area . . .
15. Positioning the pipes—placing two pipes close to each other looks better than just a single thin pipe. It would also be good to have some contrast, such as one pipe being wide and one narrow.
16. Some kind of label.
17. The space will look better if it's accented with some kind of gauge.
18. If the pipes are long, they will need joints.
19. If you change the routing or add junctions halfway, it looks more real.
20. Curves are created from separate parts, so you need joints.

Матеріал, захищений авторським правом



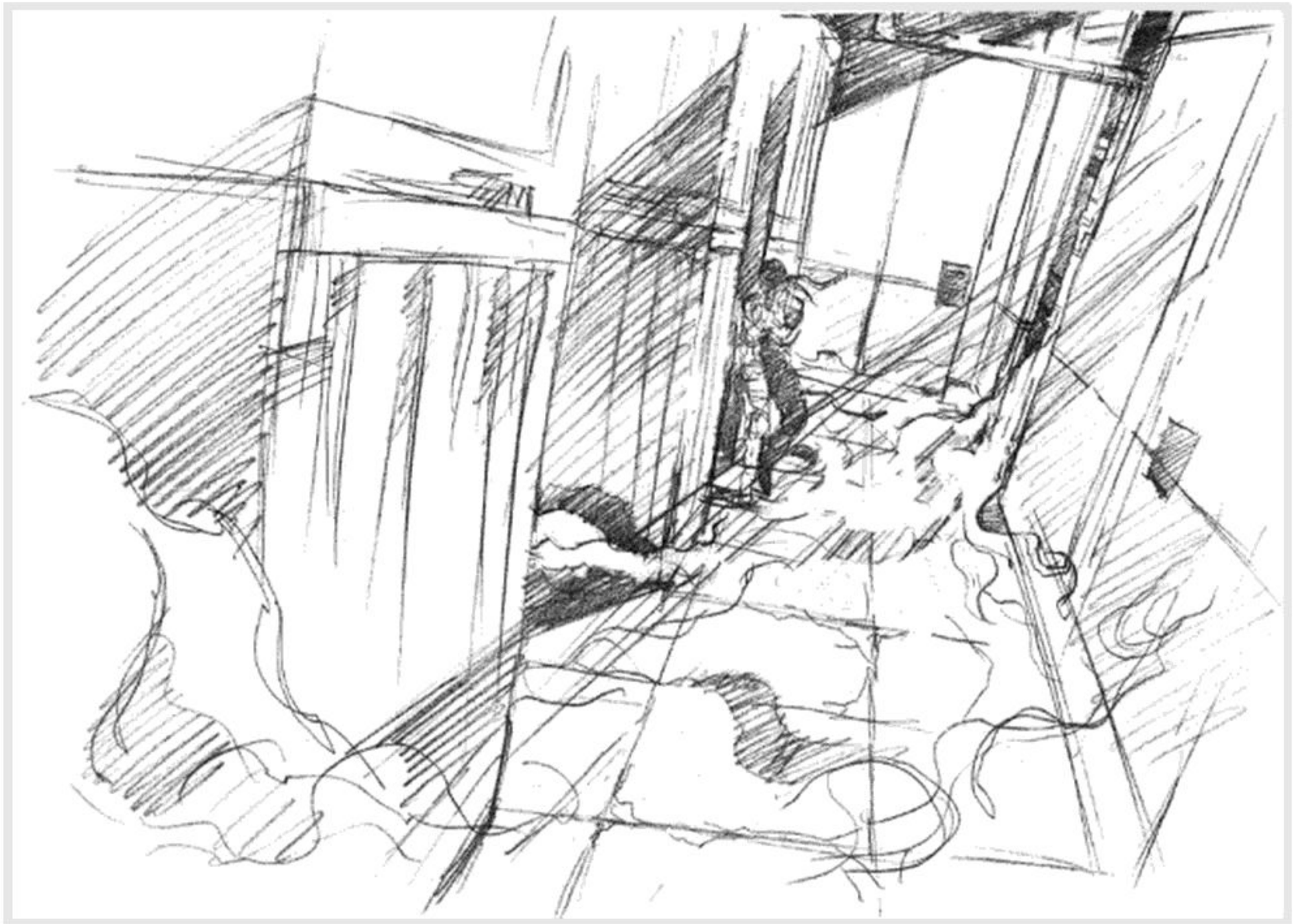


A
1. Takabe fog*
2. Fade to white?
3. Pipes are all parasolids.
4. Cold air coming in from the openings. Fog effect.
5. Wall

B
1. Different textures for the top and bottom.

***Editor's note:** This fog effect was created by Kunio Takabe.*

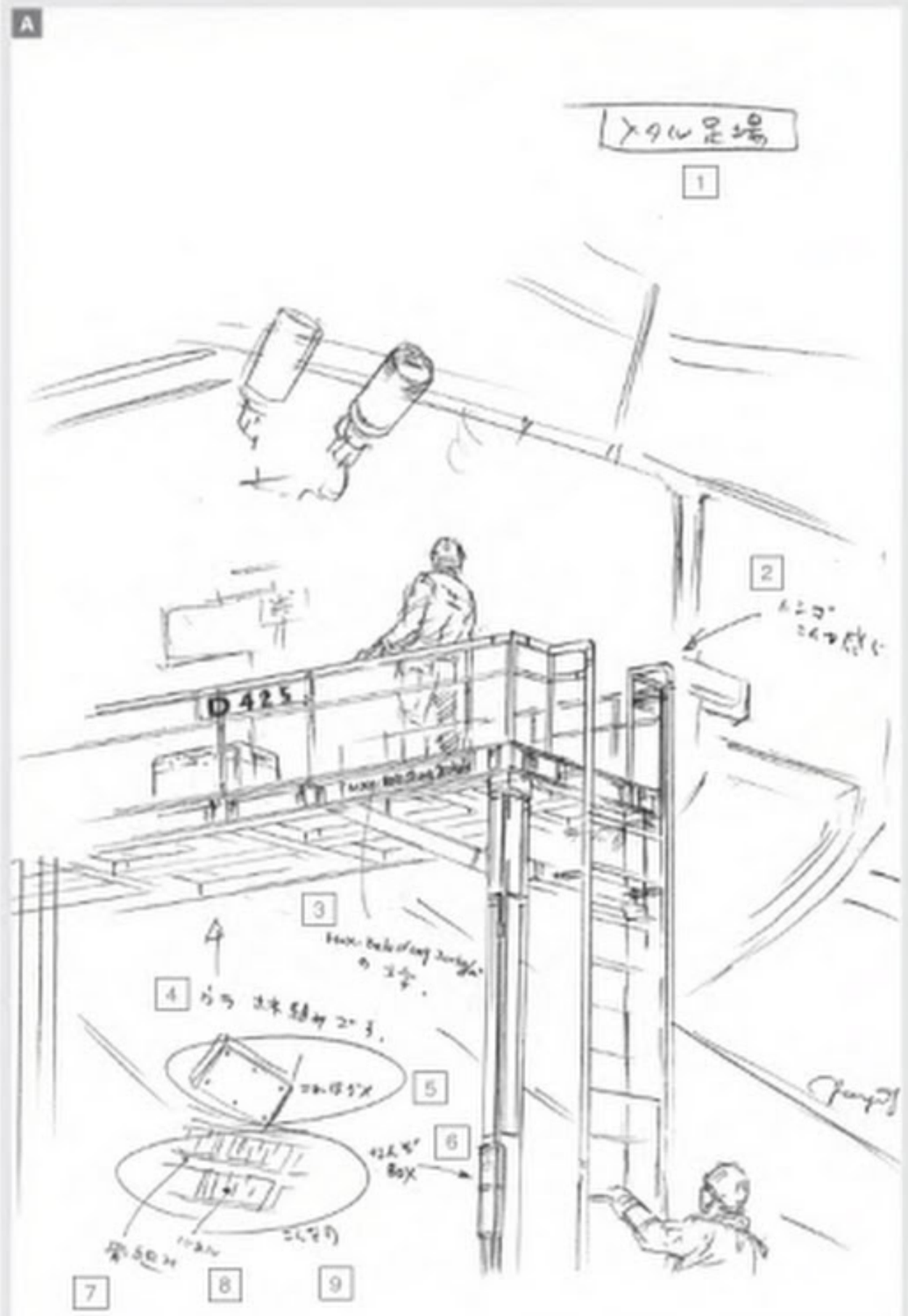
Матеріал, захищений авторським правом



A 1. PAL room
2. Three mini towers that are one step higher. The towers go up and down using the PAL key, so they are different models.
3. The only panel monitor is in the center. Okay to have it floating in the air.
4. It would be good if the central part stands out in relief using lighting.
5. It might be good to have piping on the ceiling.
6. Air conditioner
7. Sub monitor
8. Air conditioner
9. Chair leg
10. It's okay to have documents here.
11. Sub monitor
12. Chair

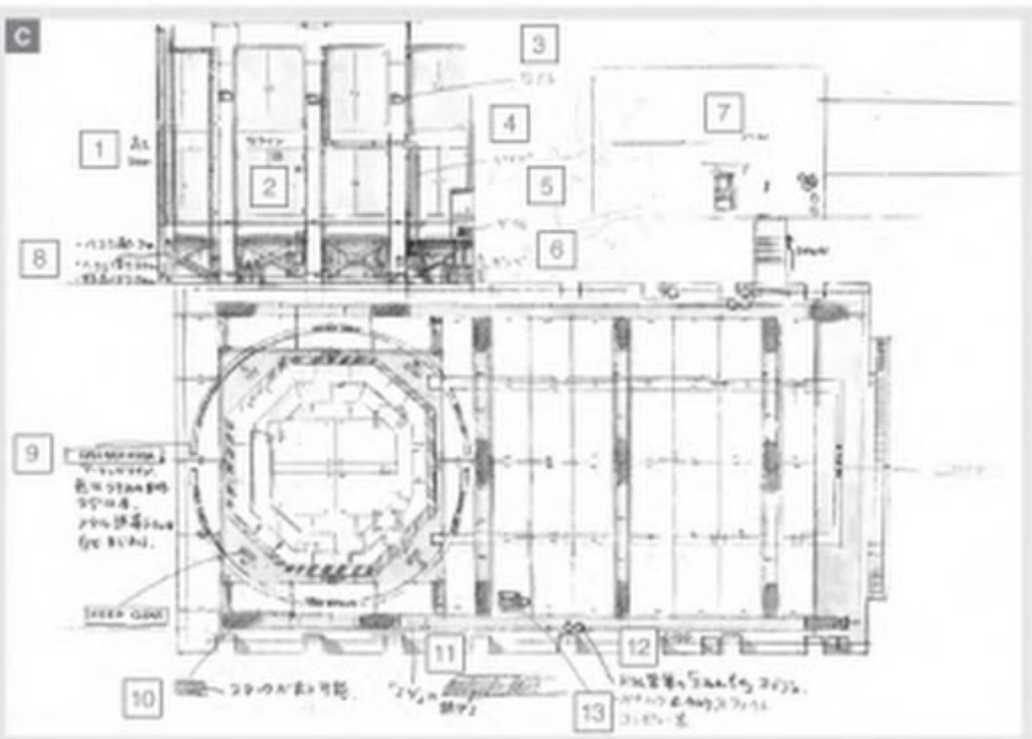
Матеріал, захищений авторським правом

A



B

C



D

E

A
1. Metal catwalk
2. Ladder looks like this
3. Text: Max-Belastung 200 kg/m²
4. Bottom is framework
5. Not this
6. Some kind of box
7. Frame
8. Panel
9. Like this

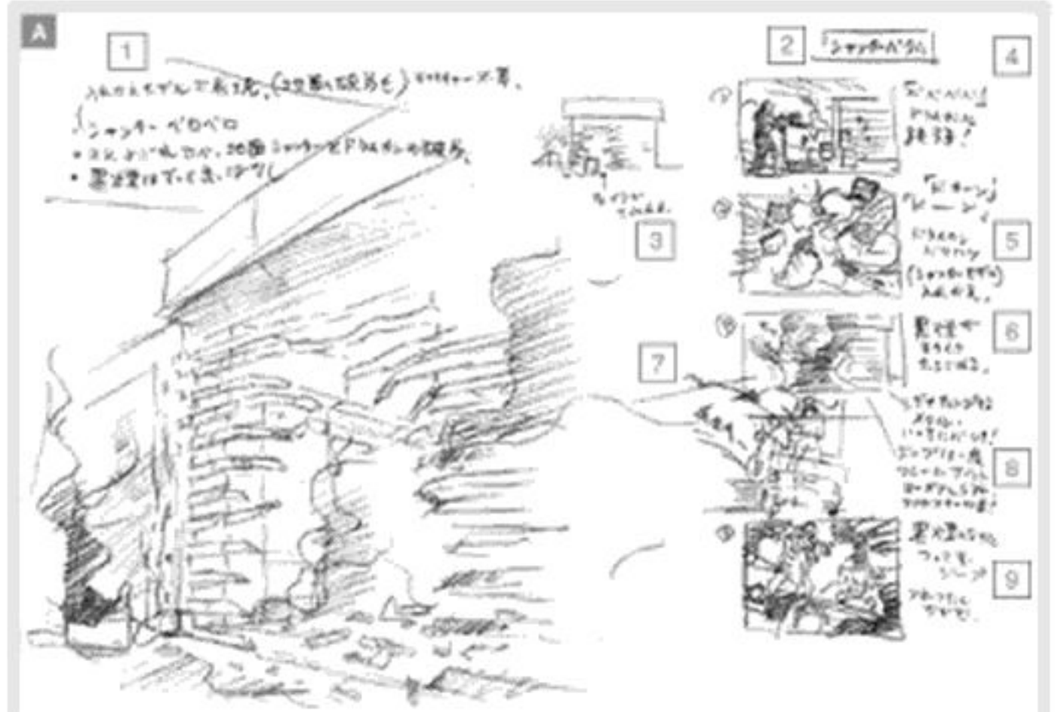
B
1. To parking area
2. Pillar
3. Pillar
4. Metal slumped up against the wall
   Black smoke from mouth (cockpit)
   Radome half-destroyed
   Wall is also crumbled

C
1. Height: 200 m
2. White line
3. Light
4. Pipe
5. Duct
6. Compressed gas cylinders
7. Pool
8. Height of cavity: 3 m
   Depth of cavity: 50 cm
   Projection of pillar: 50 cm
9. Danger area. The marking line color is ivory and text is red. The white matches the color used in the guiding lines for Metal.
10. Areas where Snake can enter and exit.
11. "Trench" and metal grate
12. Drum cans and other things to "break."
    • Explosion and smoke effect
13. Computer

D
1. Last battle—Solid is strong, Liquid is graceful.
2. Important camera work. Throw in black smoke from Metal Gear.
3. Metal Gear's head should be somewhat diagonal.

E
1. Tied-up Meryl

Матеріал, захищений авторським правом



A 1. Explore using a replacement model (ground debris as well). Texture is required.
- Shutters destroyed
- Soot-stained wall, shutter, and drum can shards on the ground.
- Continuous black smoke

2. Shutter explosion
3. Destroyed on the left-hand side.
4. *"BANG BANG BANG BANG"*—bullets fly toward the drum cans!
5. *"BAM" "BOOM"*—drum can explosion (replace shutter model).
6. Black smoke billows
7. *"SKREECH"*
8. Meryl changes gears. It slams through! The Jeep momentarily leaves the frame, and there is a tire squeal as she shifts into low gear!
9. Jeep rushes into the black smoke. Snake bends down a little.

Матеріал, захищений авторським правом

ROUGH SKETCHES

Матеріал, захищений авторським правом

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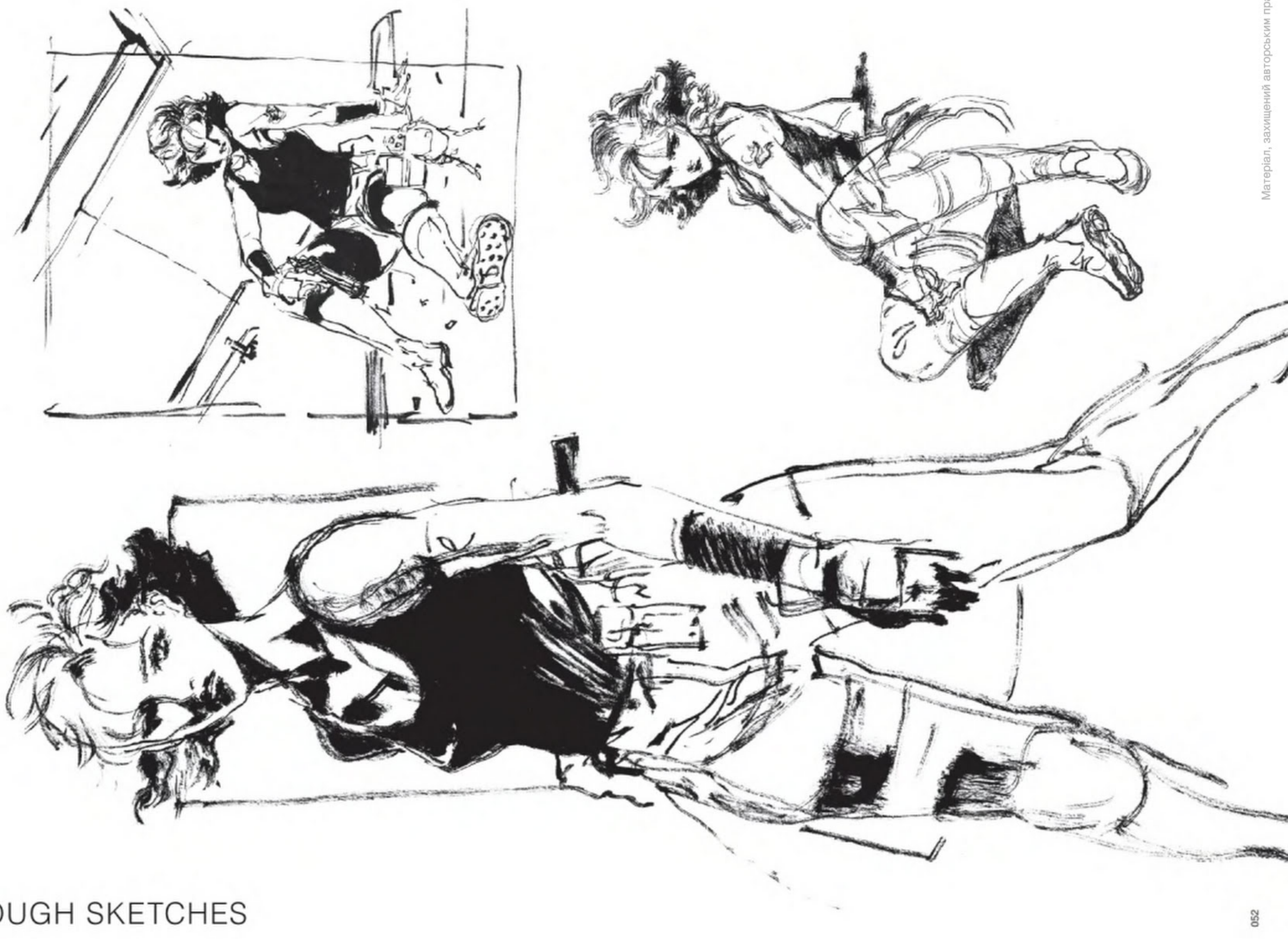

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ROUGH SKETCHES

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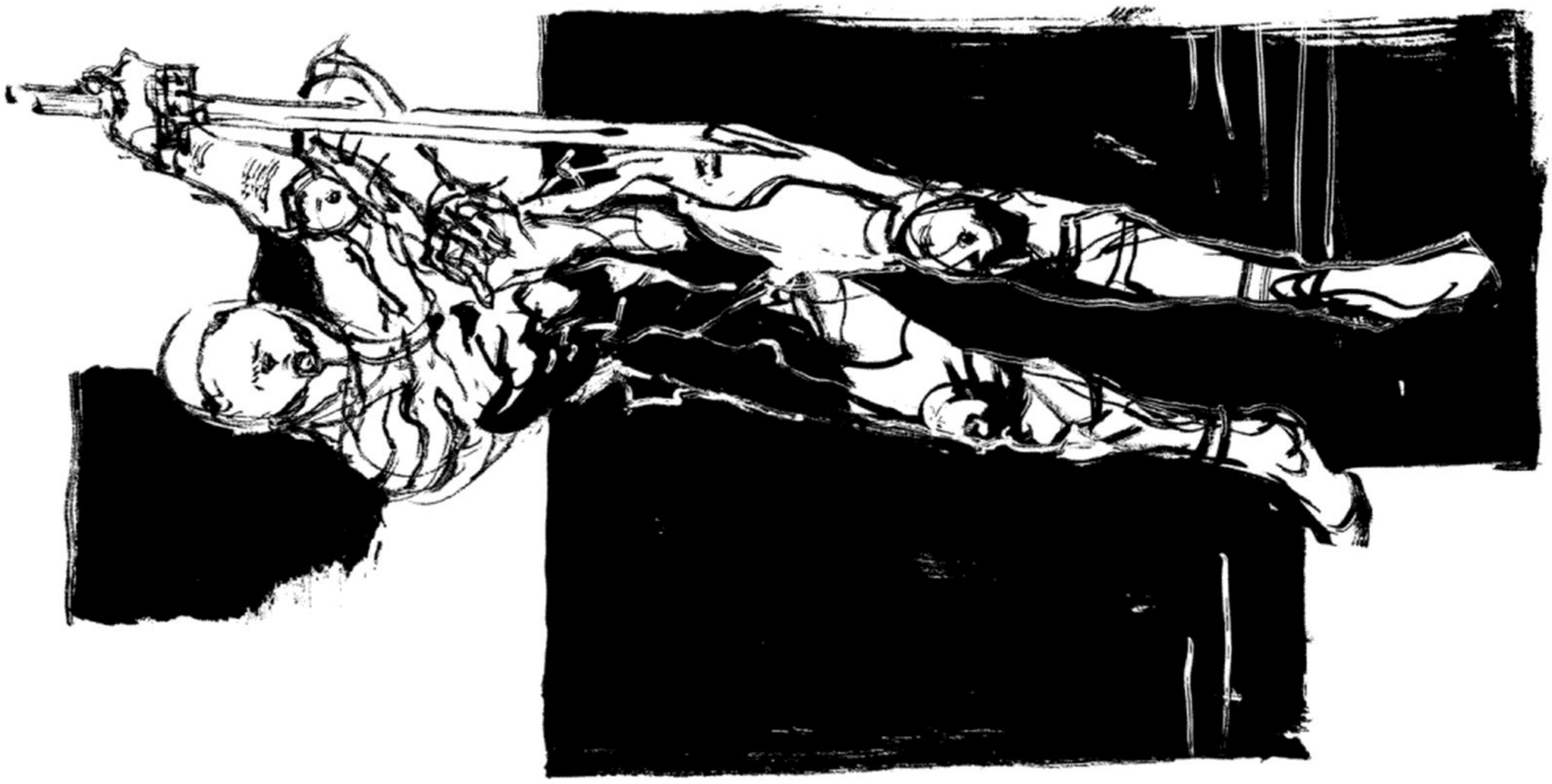

ROUGH SKETCHES

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Матеріал, захищений авторським правом

A METAL GEAR SOLID
ドラマCDラフスケッチ

イメージスケッチです。 1

2 エニフォームは
海兵隊?でOK
でしょうか?

GIカット 3

4 スニーキング"スーツの
メリルも出したい。
→

5 冬季ミッション
第3話?
少し「H」な感じ。

A 1. Image sketches
2. Is it okay to make her uniform look like a Marine uniform?
3. GI cut
4. I would like to show Meryl in a sneaking suit.
5. Maybe the winter mission in the third part? It's a little sexy.

Матеріал, захищений авторським правом

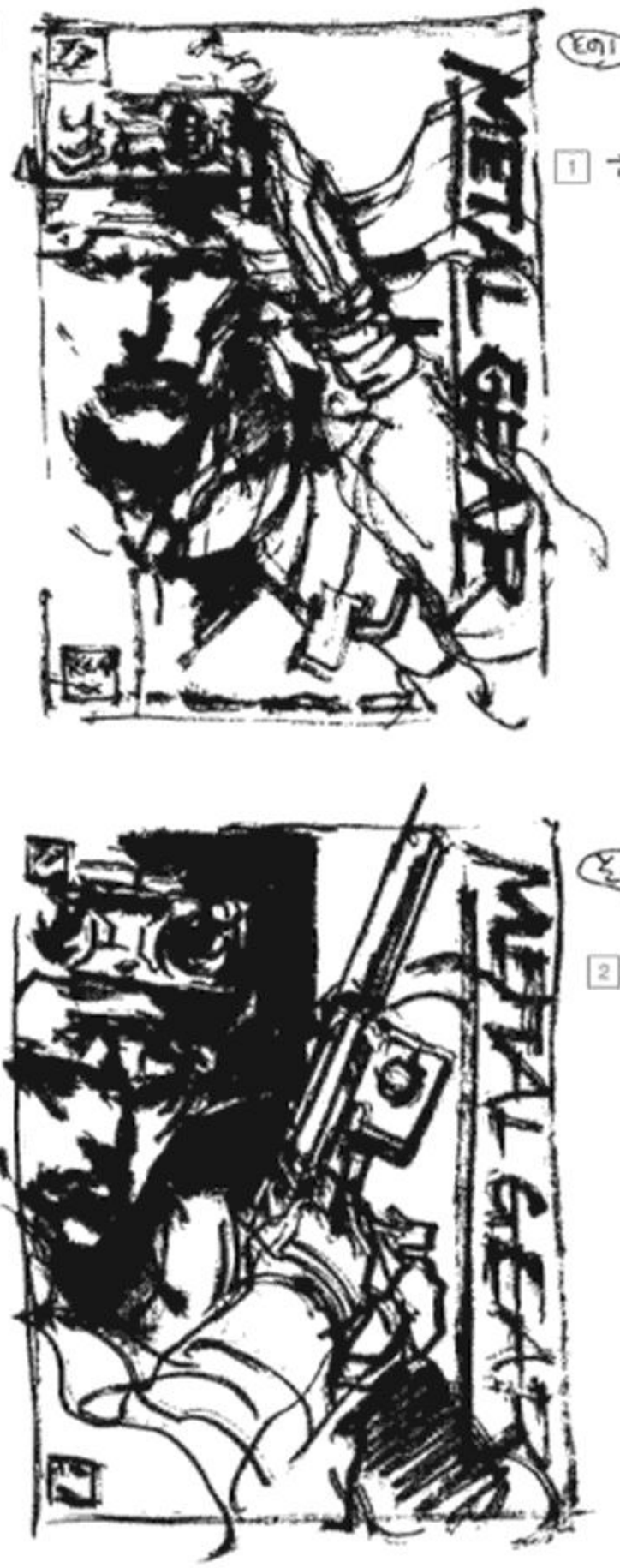
Матеріал, захищений авторським правом

A

A 1. Hollywood-style poster
2. *Schwarzenegger*
3. For DirecTV
4. *Metal Gear Solid*

Матеріал, захищений авторським правом

A



A 1. No. 1
Points:
• Goggles
• Hands
• Eyes (expression)
2. No. 2
Points:
• "Motion"
• SOCOM
• Goggles
3. Concept 1
4. Border
5. Konami hotline
6. No. 3
7. Layout concept 2
8. Point:
• Goggles

Матеріал, захищений авторським правом

Snake

Naomi

Otacon

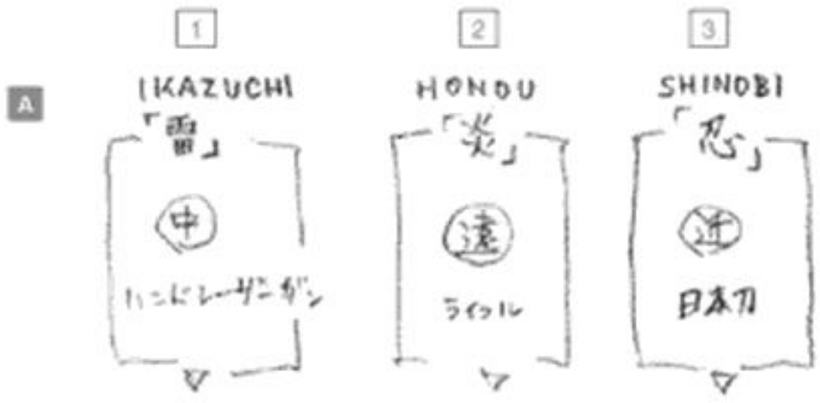
Baker

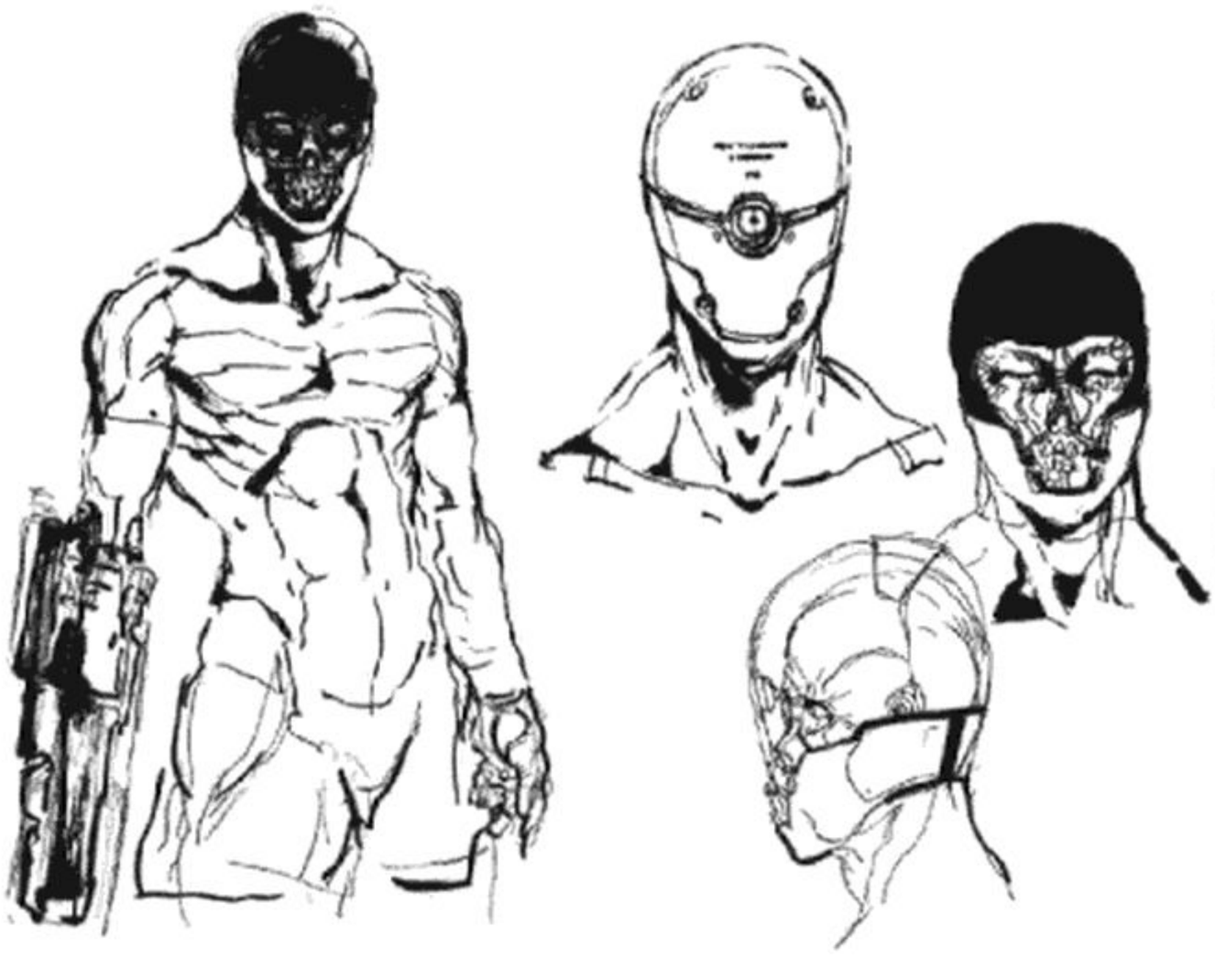
Nastasha

SOLID SNAKE

Матеріал, захищений авторським правом

Other Characters





Ninja

A 1. Ikazuchi
Medium
Hand laser gun

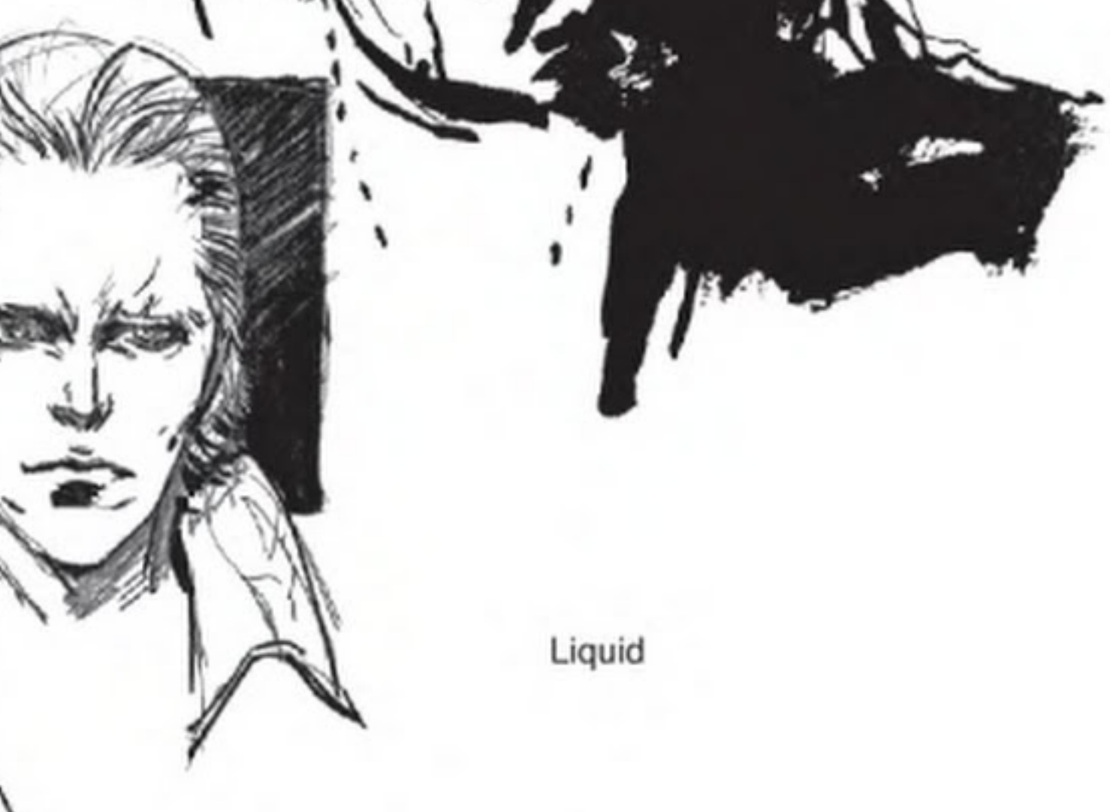
2. Honou
Far
Rifle

3. Shinobi
Near
Japanese sword

Матеріал, захищений авторським правом

ROUGH SKETCHES

Wolf



Liquid

Матеріал, захищений авторським правом

Mantis

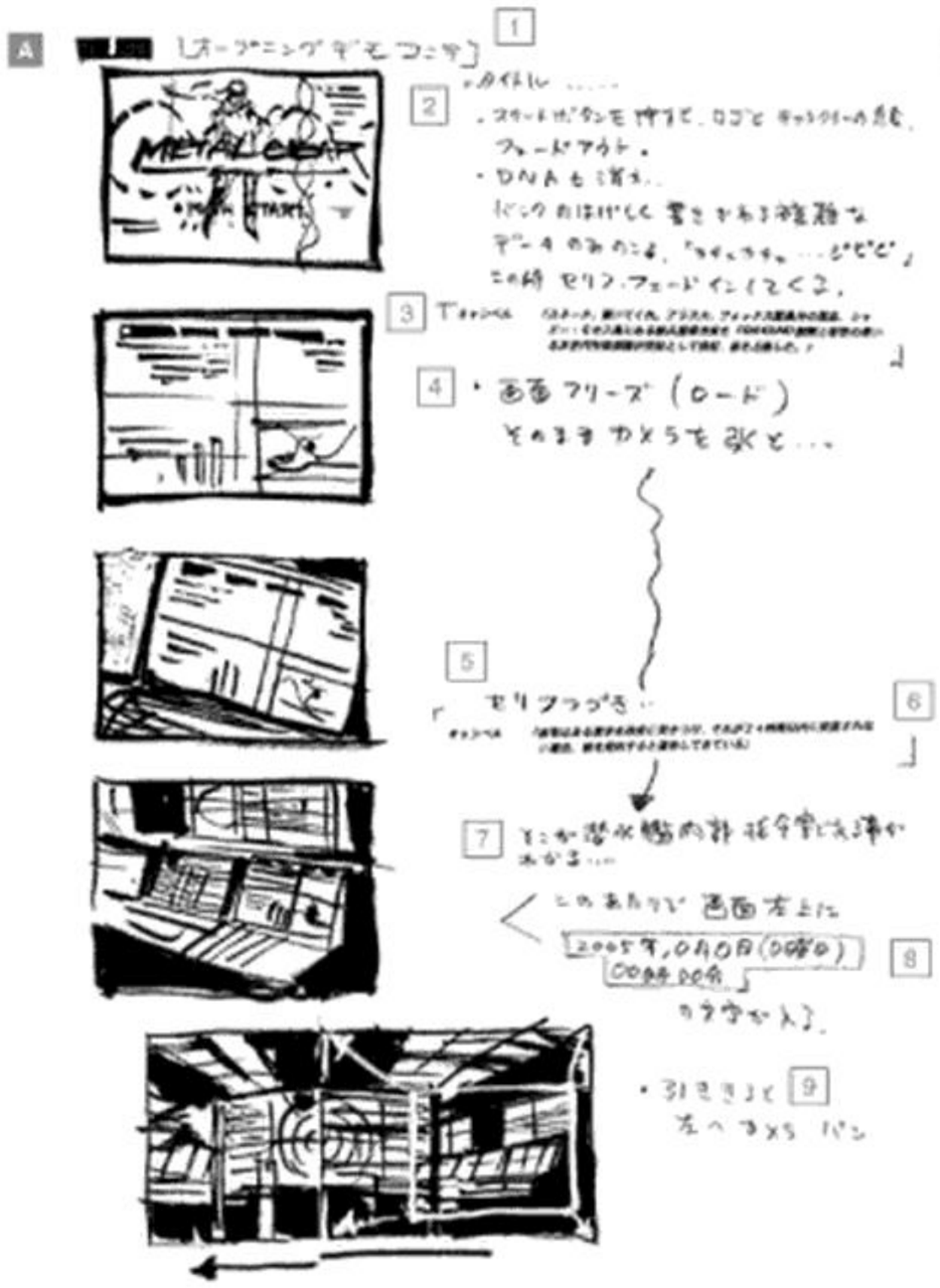
Матеріал, захищений авторським правом

Costume Design Assistance: Ikuya Nakamura

A 1. Wears suspenders
2. With long hair
3. Half-length coat, dress shirt, and T-shirt
4. Niko
5. Niko
6. It's showing again . . .

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом



A 1. Opening demo storyboards
2. Title . . .
Logo and character drawings fade out when pushing the Start button.
DNA also disappears.
Back is entirely rewritten so that only complex data remains.
"CLICK CLICK . . . BEEP BEEP BEEP"
Then the spoken lines fade in:
3. Campbell: "Snake, listen. FOXHOUND troops and their next-generation special troops have started an uprising at the nuclear repository on Shadow Moses Island in the Fox Archipelago of Alaska, and have taken over the island."
4. Freeze frame (loading). The camera pulls back and . . .
5. Lines continue:
6. Campbell: "They've presented their demands to the government, and if these aren't met in twenty-four hours, they've said that they will launch nuclear missiles . . ."
7. We now see that this is the control room of a submarine . . .
8. Somewhere around this point, the top left of the screen shows the text XX XX, 2005 (XXDAY), XX:XX
9. When this is done, the camera pans to the left.

B 1. The screen is filled with a slowly moving nuclear submarine.
2. Text in the upper right reads: BERING SEA, ALASKA USS *DISCOVERY*, OHIO-CLASS NUCLEAR SUBMARINE
(This can be in English)
3. Close-up of Snake in the mini submarine.
"SHHK SHHK"
Snake's breathing is hard (note the sound of breathing with the oxygen tank).
• The mini submarine is moved through the nuclear submarine by a crane, and we can see the background flow by through the open hatch. (Background textures)
• *"SKREEE CLANK CLANK CLUNK"*
It stops moving, and Snake's head, as well as the screen image, shakes from the shock.
• Steel framework background
4. Pan from top to bottom

C 1. Return to Snake.
"SHHK SHHK"
(Screen is bluish)
2. Hatch behind him closes with great force with a *"GREEE"*.
3. *"SLAM"*
Pitch dark
4. The light in the mini sub comes on.
"CLICK"
(Screen becomes red)
5. Start the spoken lines so they come to an end here:
Campbell: "We have two missions for you. First, sneak onto Shadow Moses Island and save DARPA chief Donald Anderson and the president of ArmsTech, Kenneth Baker. Second, investigate whether the terrorists have the ability to launch a nuclear missile. If they do, prevent it."

D 1. Close-up of torpedo tube of the nuclear submarine
• Bubbles appear, and the hatch opens.
"GLUB GLUB GLUB"
2. Snake waits patiently.
His breathing is even heavier
"SHHK SHHK"
Suddenly there is a *"CLUNK"* and the screen shakes.
3. The mini sub launches at high speed from the torpedo tube.
"SHOOOM"
4. *"RATTLE RATTLE RATTLE RATTLE"*
Snake and the camera are shaken all around.
It's quite the ordeal.

E 1. From the back of the screen, the sub gradually gets bigger.
2. *"FWOOM"*
3. It only appears in front of the camera for an instant.
"SHWOOOM"
4. *"WHOOOSH"*
5. Subjective perspective from the sub. The opening of an underwater cave is seen far in the distance.

Матеріал, захищений авторським правом

A 6

・ワレメUP [1]
つっこむ！

・別のアングル [2]
つっこむ 潜水艇！
・見えなくなる。
ルと呼吸おいて……

・ジョジョにスピードが
おちる……
背景の岩がゆっくりながれる。

・キョロキョロ [4]
スネーク。
・それに合わせて
主観視点 キョロキョロ

B 7

・画面を下へ ガシッとつかむ [1]
海底のヨク的 ぎん
カゲが海底にそって大きくなったり
ちいさくなったり

(その間、 [2]
ムービーのカメラかたをする。)

・ほとんど止まる

・少しおりかたむく [3]
(この絵はスゲすぎたかも)

・潜水艇内部。 [4]
海水をためてゆく
ぶこぶこぶこ……っ

・バシュー > [5]
外の水泡と共にハッチが
はじけとばされた 開く。

C 8

・なかから ニュルと海を
まるめてスネーク。
(セミの脱皮みたい)
少し、エンビ的。

・画面下からスネーク頭 [2]

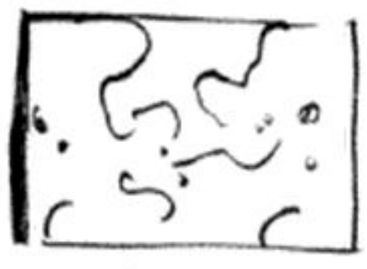
・上をむいて [3]

・ヌメ～っ。 [4]

D 9

・上からのアングル [1]
沈む潜水艇
画面にでるスネークさん

・ドUP [2]



水泡 [3]

おわり

A 1. • Close-up on the crevice. It plunges in!
2. • Different angle. The sub dives in!
• After a second you can no longer see it . . .
3. • Speed gradually decreases . . . Stone walls pass slowly in the background.
4. • Snake looks around.

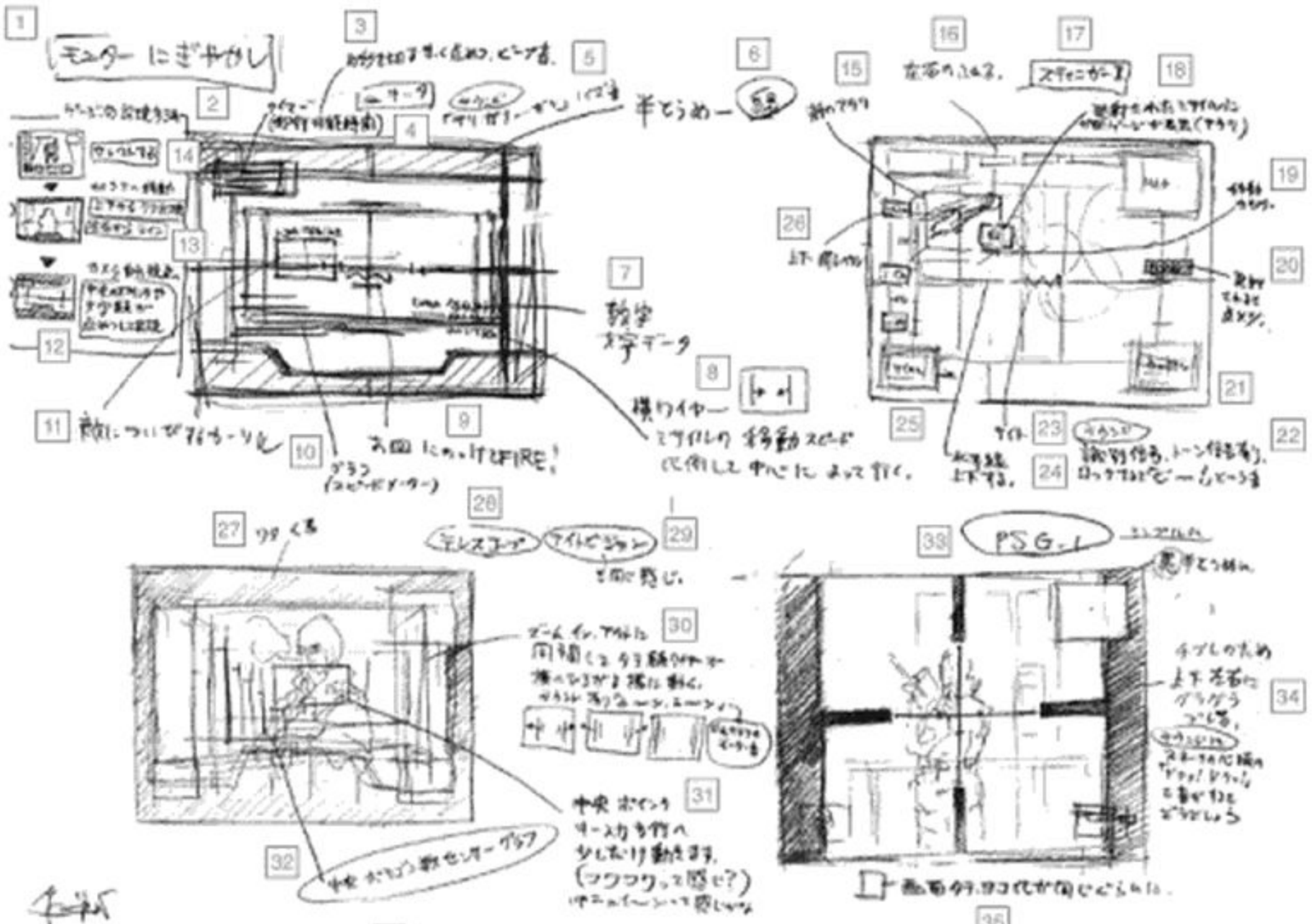
B 1. • Screen moves down very slowly. It is about 8 m down to the sea floor. Shadows become bigger and slower along the floor.
2. During this time, the nose camera moves back and forth.
• The mini sub nearly comes to a complete stop.
3. • Starts to lean a little bit. (* This drawing may be a little exaggerated)
4. • Seawater fills the inside of the sub. *'BURBLE BURBLE BURBLE'*
5. *'PSSSSH'* Hatch bursts open with a flood of bubbles.
• The subjective perspective does the same.

C 1. • Snake slowly appears from within (like a molting cicada). A somewhat mystical feel.
2. • Snake's head appears from the bottom of the screen.
3. • He moves upward *'BURBLE BURBLE'*
4. • Rises

D 1. • Angle from above. The sub sinks. Snake approaches the screen.
2. • Extreme close-up
3. • Bubbles End

Матеріал, захищений авторським правом

A



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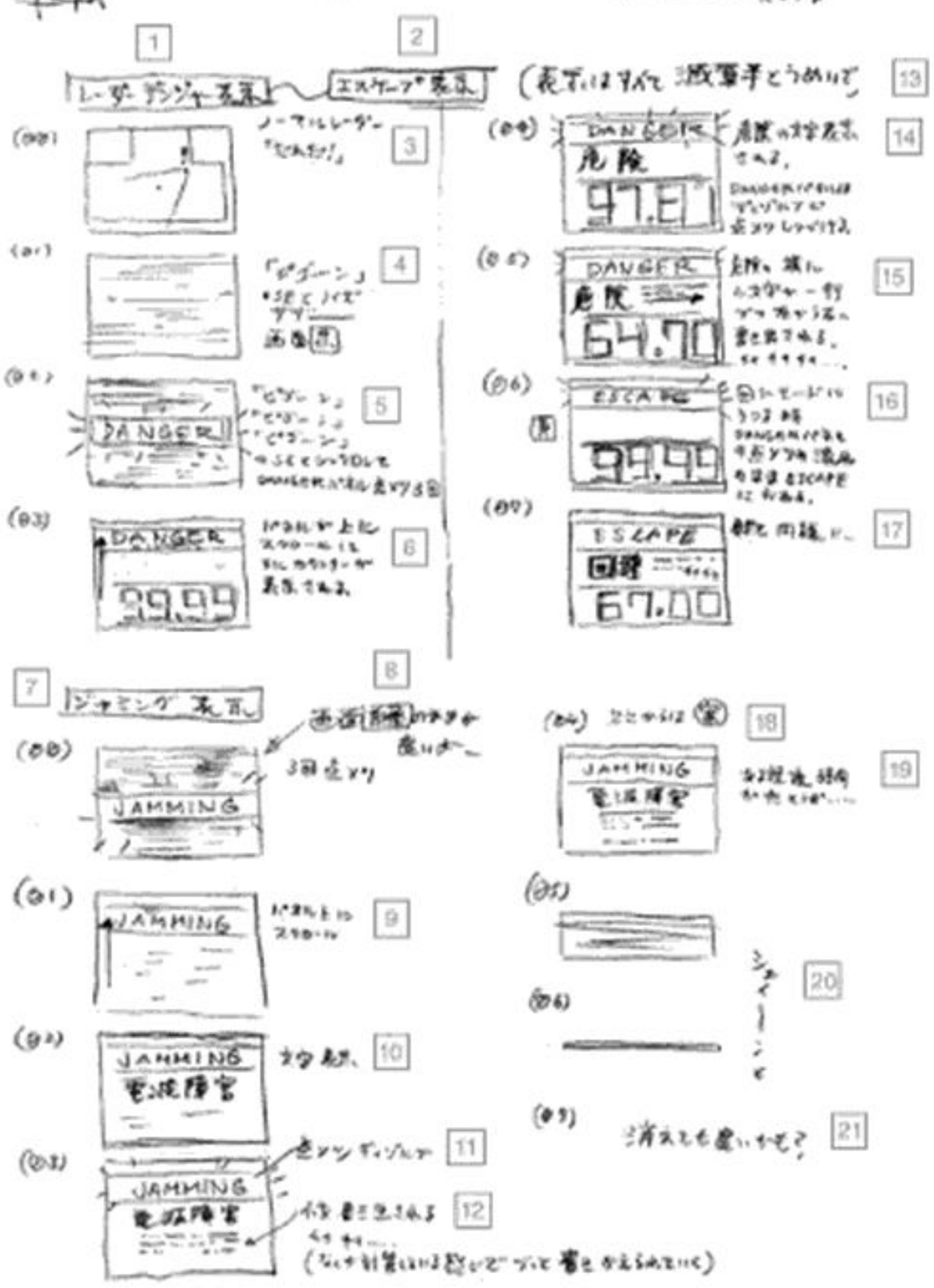
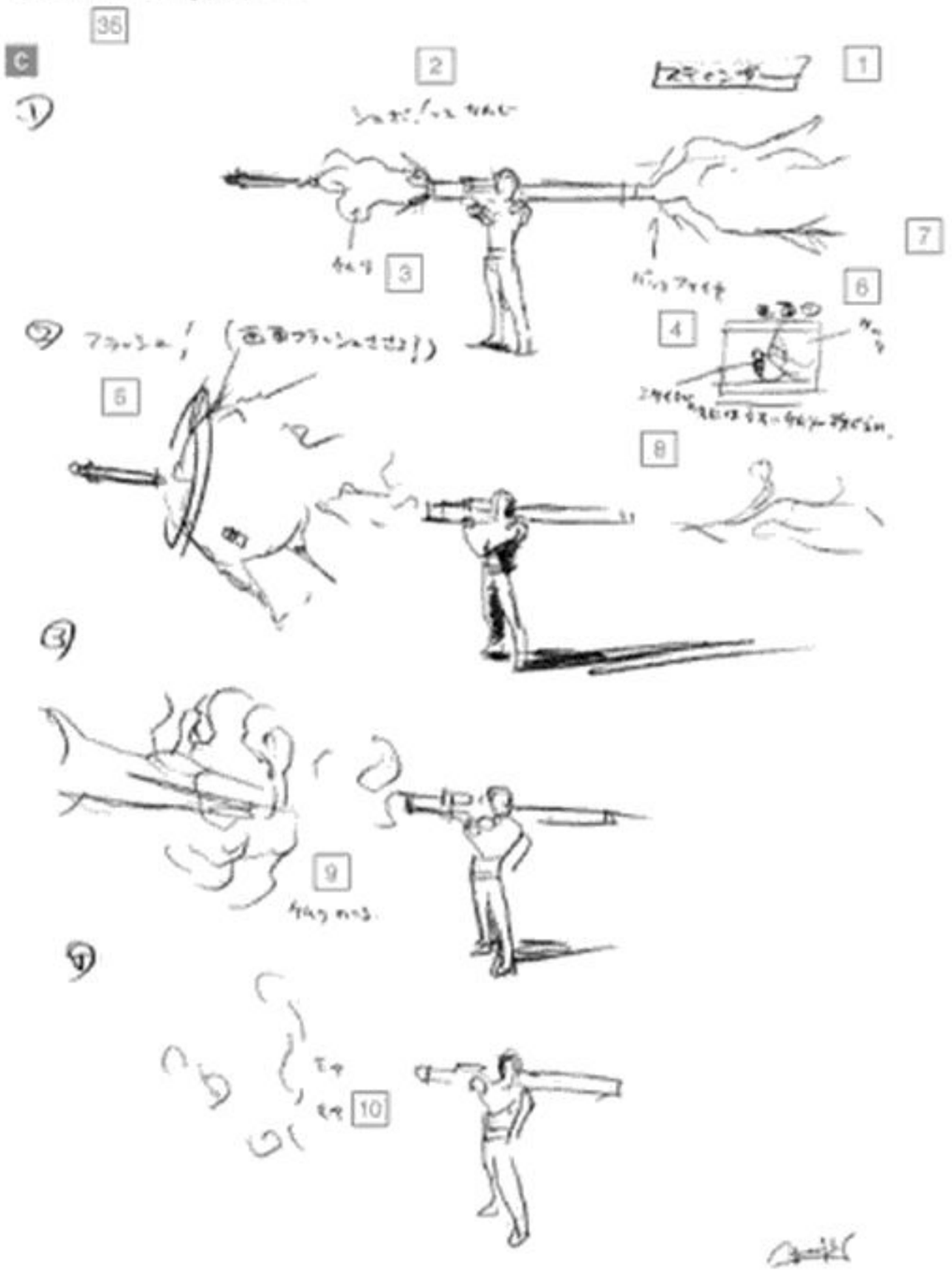


C

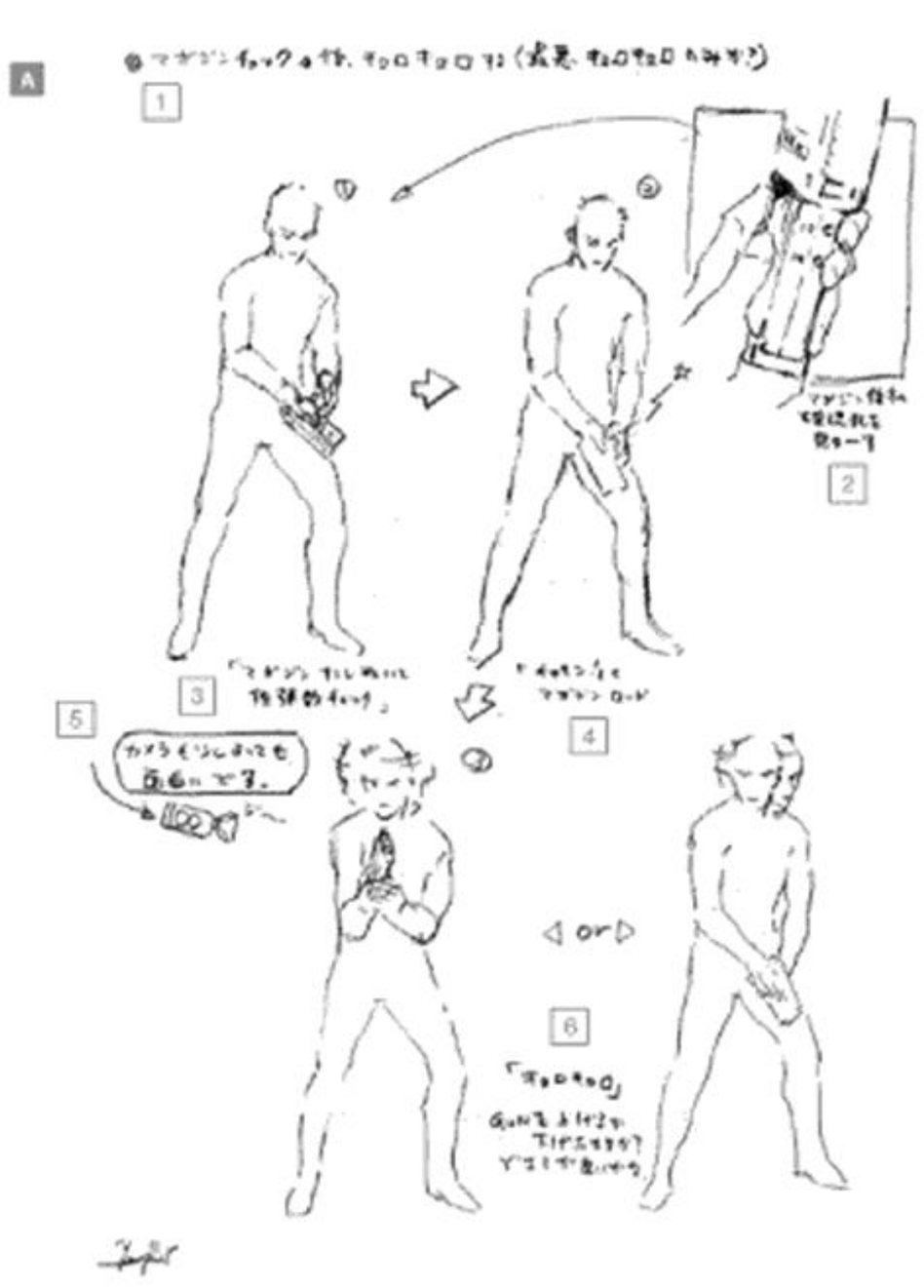


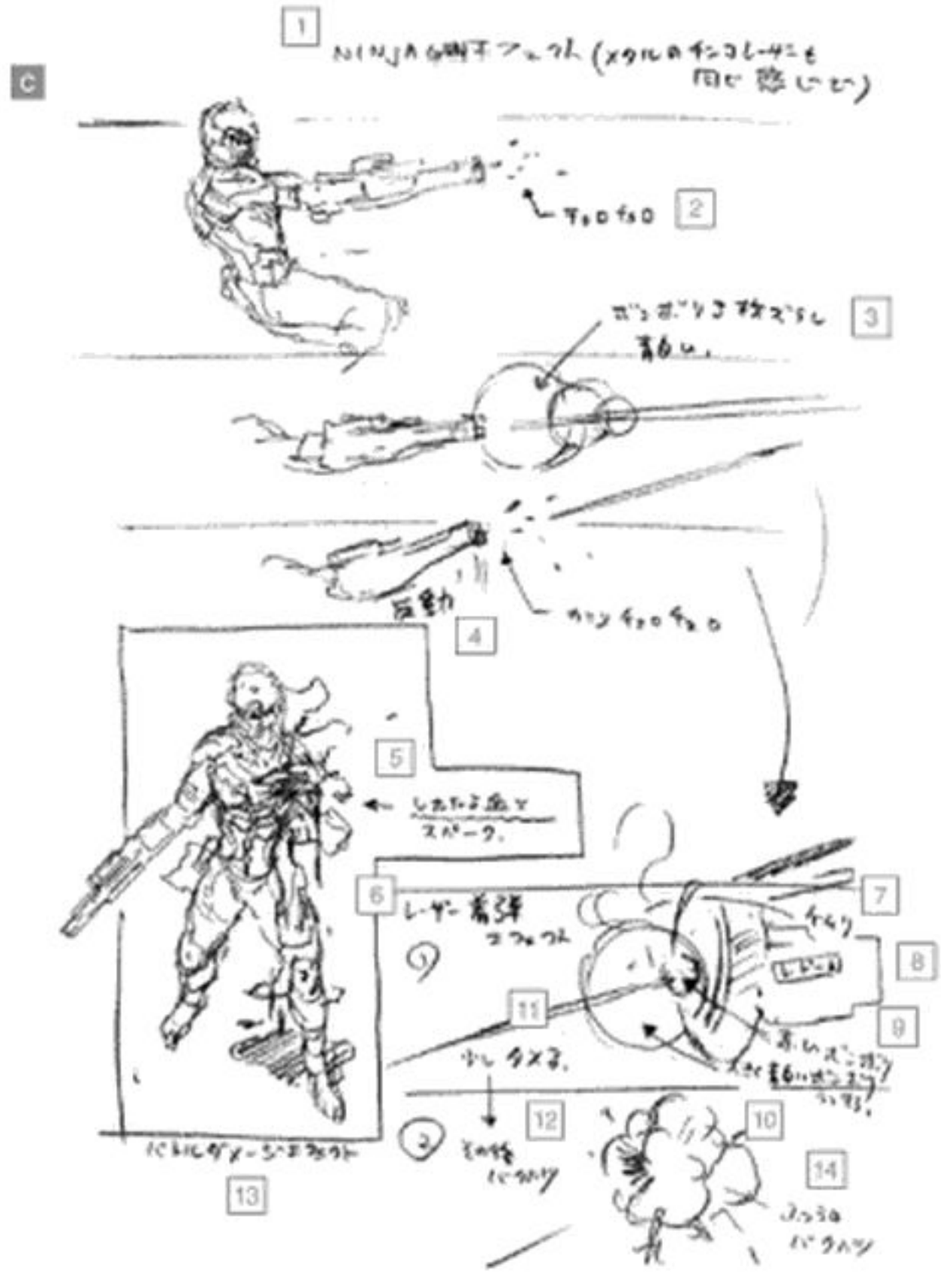
A 1. Very active monitor
2. Timer (time remaining)
3. Red lamp showing that there is less than ten seconds. *'BEEP'*
4. Nikita
5. Sound: *'CRACKLE CRACKLE'* white noise.
6. Half opaque/green
7. Numerical and textual data
8. Parallel wires
Missile speed
Move at equal speed toward the center.
9. Match up and fire!
10. Graph (speedometer)
11. Cursor follows the enemy.
12. Camera shows your own perspective. The center pointer and text flash on and off.
13. Camera pans down, frame appears from top and bottom, lines from the left and right.
14. Appearance of gauges
Select
15. Location of enemy.
16. Shakes to left and right.
17. Stinger II
18. Guide gauges shown for the launched missile (location).
19. Movement counter.
20. Blinks when launched.
21. Weapon
22. Sound: identification signal, tone. Loud *'BEEEEP'* when locked.
23. Sight
24. Horizontal line goes up and down.
25. Item
26. Vertical angle
27. Frame
28. Telescope
29. Like night vision
30. Vertical lines move left and right along with the zoom level. There is a sound to this: *'EEEEN EEEEN'* (sound of the motor on a camera's zoom).
31. Center pointer moves slowly toward the direction of the key input (like it's floating?); no, more like *'NUHHHN'*.
32. Center: polygon number sensor graph.
33. PSG-1, make it simple. Black or half opaque.
34. Unsteady due to hand shaking. The sound heard here could be that of Snake's heartbeat: *'D-DUM! D-DUM'* What do you think about that?
35. Make vertical and horizontal aspects about the same.

B 1. Radar danger display.
2. Escape display
3. Normal radar
"Who's there?!"
4. *'BEEBOH'*
• SE and white noise
'SHHHHH'
Screen is red
5. *'BEEBOH BEEBOH BEEBOH'*
"Danger" panel blinks on/off three times in synchronization with the SE.
6. Panel scrolls up and a counter shows up below.
7. Jamming display
8. Screen should stay green. Blinks on and off three times.
9. Panel scrolls up.
10. Text display jamming.
11. Fades in and out.
12. Small text appears: *'CLICK CLICK CLICK'* . . . (Keeps getting overwritten, as if something is being calculated) "Jamming."
13. (Displays are all subtracted, half opaque)
14. "Danger" displays "Danger" panel continuously fades in and out.
15. Small text appears one line at a time to the right side of "Danger." *'CLICK CLICK CLICK'*
16. When moving to Escape mode, the screen and blinking stay the same, but "Danger" changes to "Escape." Yellow
17. Like 05 . . . "Escape." *'CLICK CLICK'*
18. Proposal
19. Once a certain amount of time has passed . . . "Jamming."
20. *'SHHHHN'*
21. It disappears. How does that sound?

C 1. Stinger
2. Like *'SHOOP'*
3. Smoke
4. Back blast
5. Flash! (Make the screen flash?)
6. Screen 1
7. Smoke
8. One layer of thin smoke by the missile.
9. Smoke lingers
10. *'DRIFT DRIFT'*

Матеріал, захищений авторським правом





A

1. Looks around after checking the magazine (at the very least, looks around).
2. You can see the check holes in the back of the magazine.
3. Takes magazine out and checks the number of bullets.
4. Slams the magazine into the gun.
5. It would be interesting to have the camera move in a little.
6. Looks around. Should he raise the gun or keep it down? Which would be better?

B

1. Draft of Raven's frozen room.
2. Most of the fighting is done in the mist.
3. Shape of the ground is formed by the cold mist. (The cold mist floats down slowly from a step 3 m high on the wall, and then spreads out evenly on the floor.) If it looks like we will go over the processing number for polygons, take out the floor polygons!
4. Cold mist floats in circles around the characters. Same for the containers and other objects (as much as possible).
5. When Raven shoots the 20 mm Vulcan, cold mist shoots up and spirals! It helps show the awesome power of the Vulcan (four thousand shots per minute). Flashes along the floor using sprites.
6. *"VOOO"*

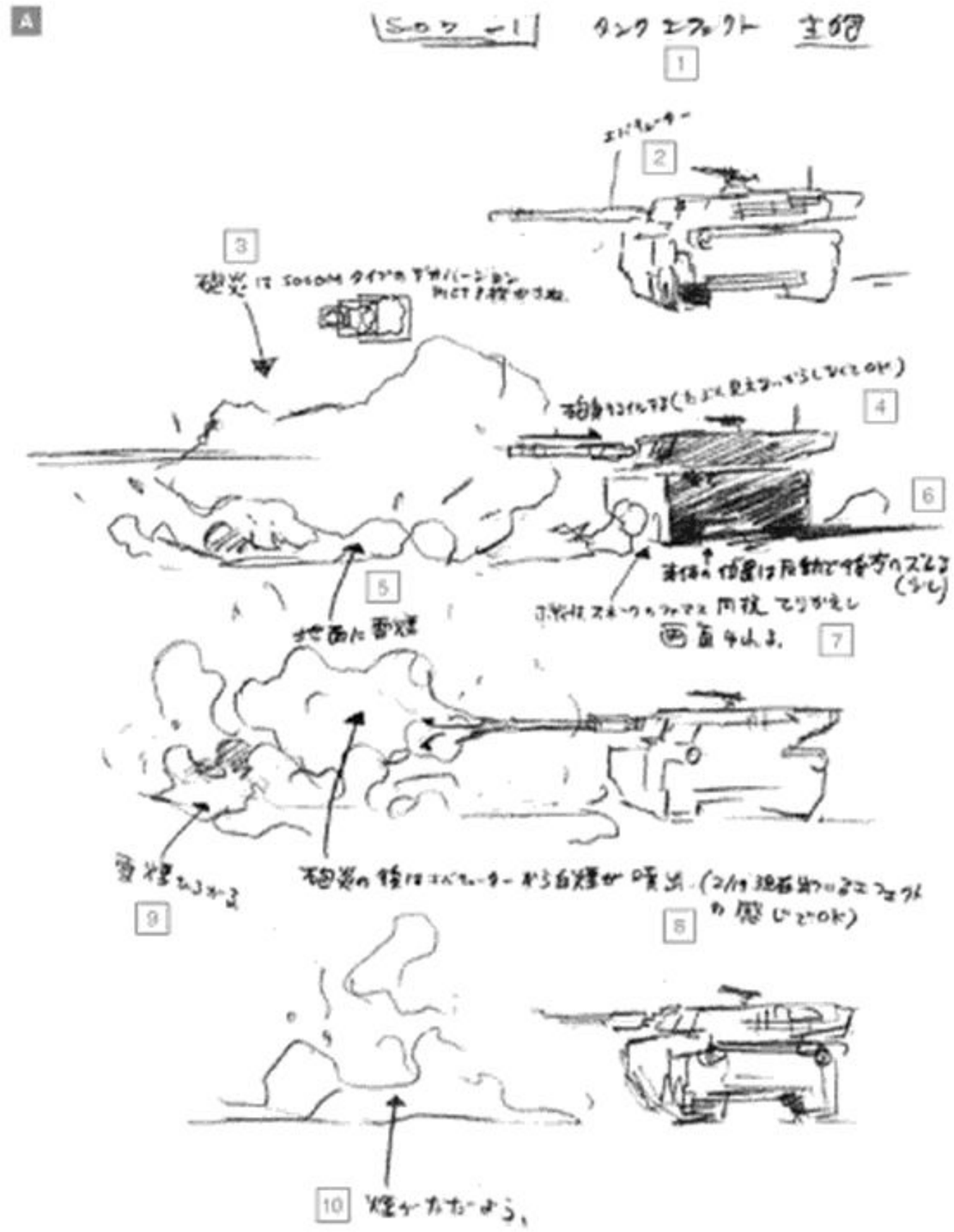
C

1. Ninja gun effect (similar to that of Metal's dick laser).
2. *"TRICKLE TRICKLE"*
3. Three light rings, bluish-white.
4. Recoil; the rest trickles out.
5. Dripping blood and sparks.
6. Laser impact effect
7. Smoke
8. Radome
9. Red light ring
10. Larger, more transparent bluish-white light ring.
11. It builds up . . .
12. . . . and then explodes!
13. Battle damage effect
14. Normal explosion

D

1. Blood effect
2. The current version only has blood polygons, but in the proposed revision, it is a combination of blood polygons and spraying blood. (A large amount of blood spurts to the back, and trickles down the front.)
3. Depending on the remaining number of HP (hit points), there is a difference in the showiness of the effect. Example: with the first shot, just a little bit of blood shows. On the final shot, it gushes out in a much more eye-catching fashion.
4. The bullet goes straight through!
5. Slide
6. Bloodstain
7. Pool of blood and spraying blood come out of the back of his head.
8. *"THUD"*
9. Falls down, but the blood remains.
10. *"SPLAT"*
11. (A small amount of) blood dribbles out of the front of his head. There is a bloodstain on the wall. Thrown back due to the recoil. Note: the bloodstain on the wall may not be possible?

Матеріал, захищений авторським правом



A
1. Tank effect—main gun
2. Evacuator
3. The flames from the barrel are a large version of the SOCOM type.
4. Three layered pictures
5. Snow spray on the ground
6. Position of the vehicle slips back (a little) from the recoil.
7. Reflection on the body like Snake's FAMAS. Screen shakes.
8. Behind the flames, white smoke plumes out of the evacuator (effect as it showed on 2/19 is fine).
9. Snow spray
10. Billowing snow spray

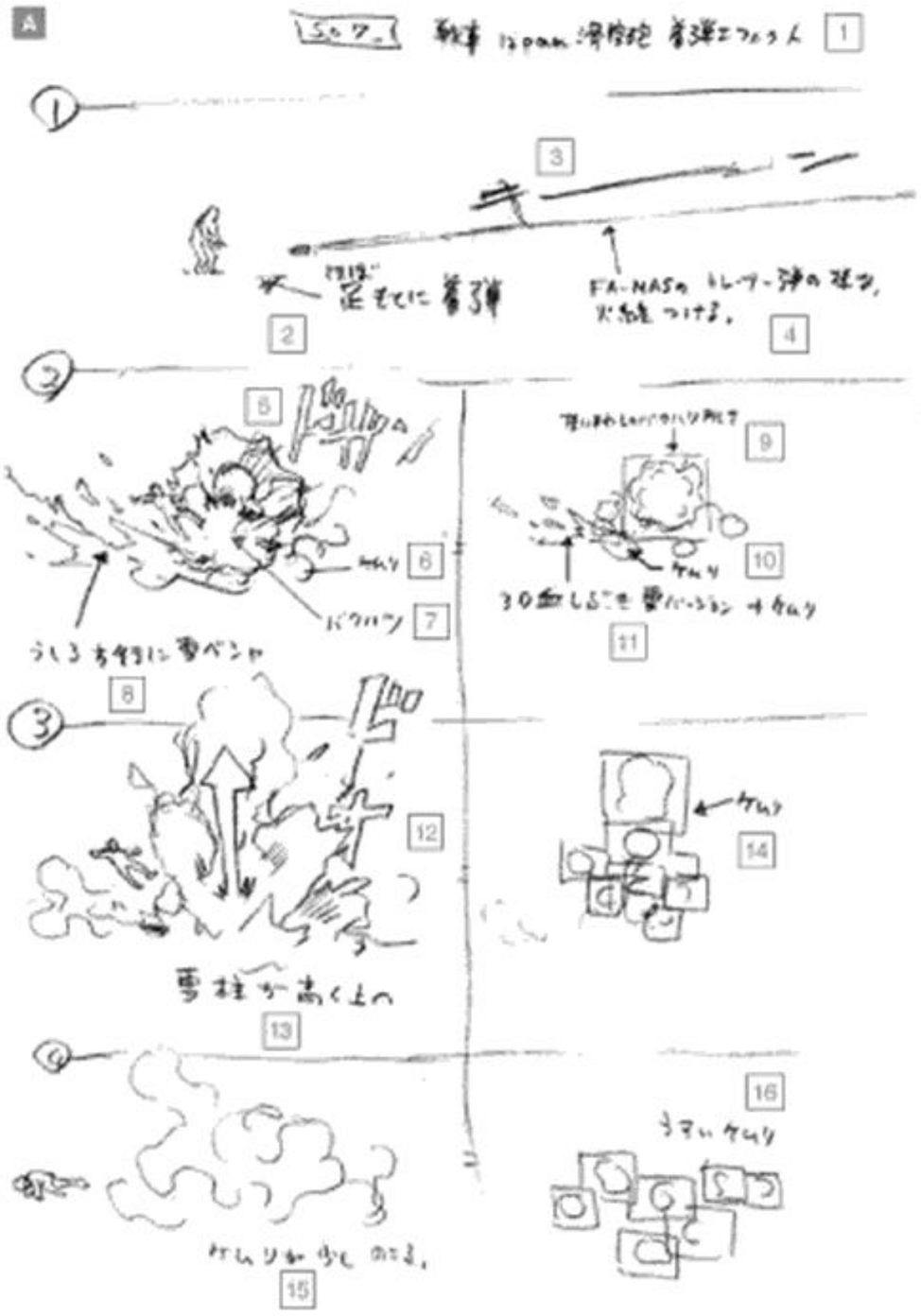
B
1. Snow spray
2. There should be a lot since it is running over snow. (This will cover some of the poor contact between the tank and the ground.) There should be so much that you can't see the caterpillars.
3. • Snow flies in the same direction as the turning of the caterpillars, so when the body turns, the vectors for the snow spray go the opposite direction on the left and right.
4. More flying snow to accentuate movement. Example: sudden takeoff from a stopped position.
• Wide turn
5. Takeoff!
6. Sudden puff!
7. Like the vehicle is throwing up snow as it revs up on top of the snowy road.
8. Then it stabilizes.

C
1. "Die!"
2. "What the—?!"
3. "Oh no!"
4. *"BOOM"*
5. "Oh no! Run!"
6. Snow spray and explosion
7. "Is he done for?!"

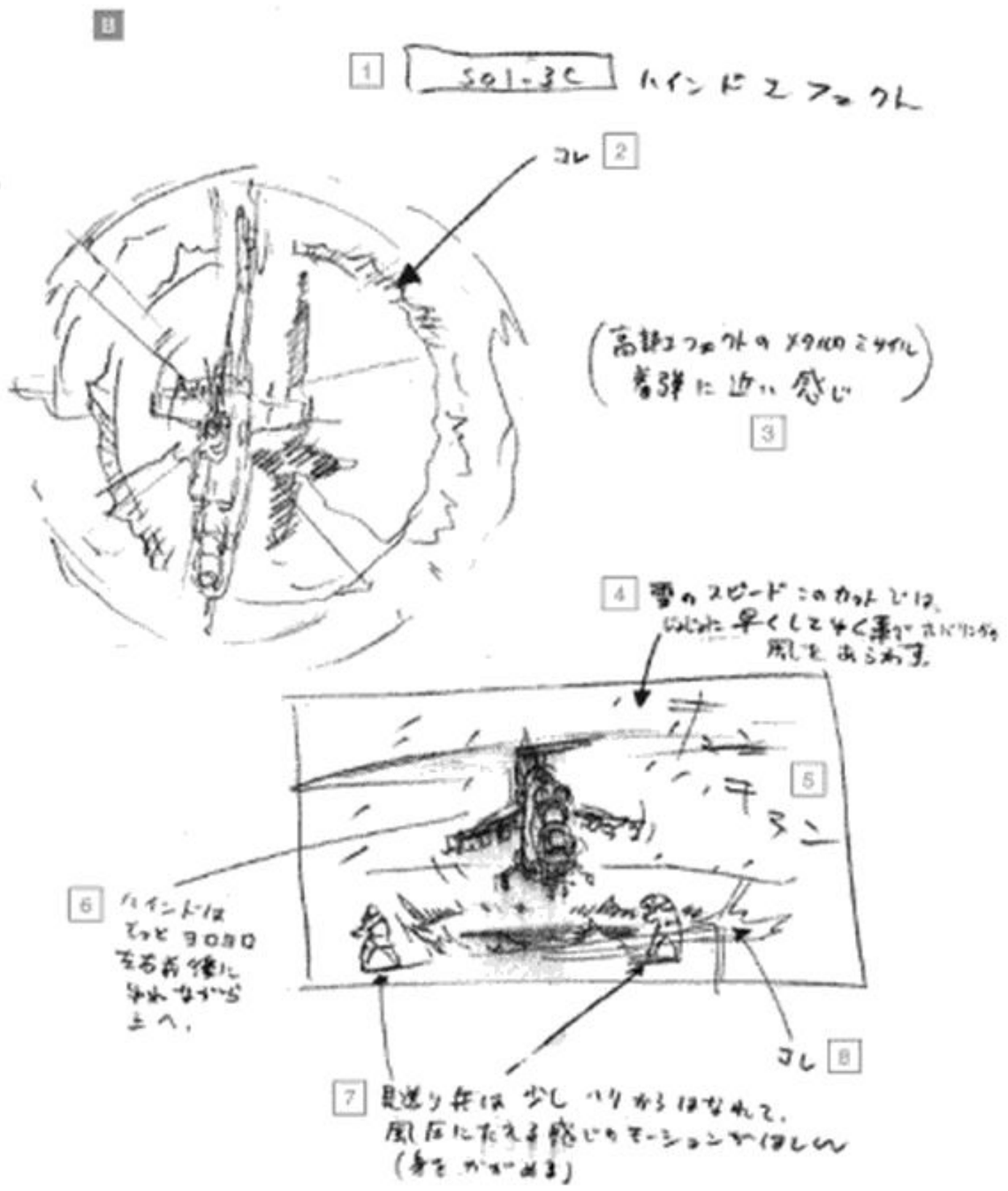
D
1. Flips!
2. "Whoa."
3. *"SLIIIIDE"*
4. "Looks like he's okay."
5. "That was close."
6. I want it to be cool like this. It would be very uncool for the hero to just up and die here.

Матеріал, захищений авторським правом

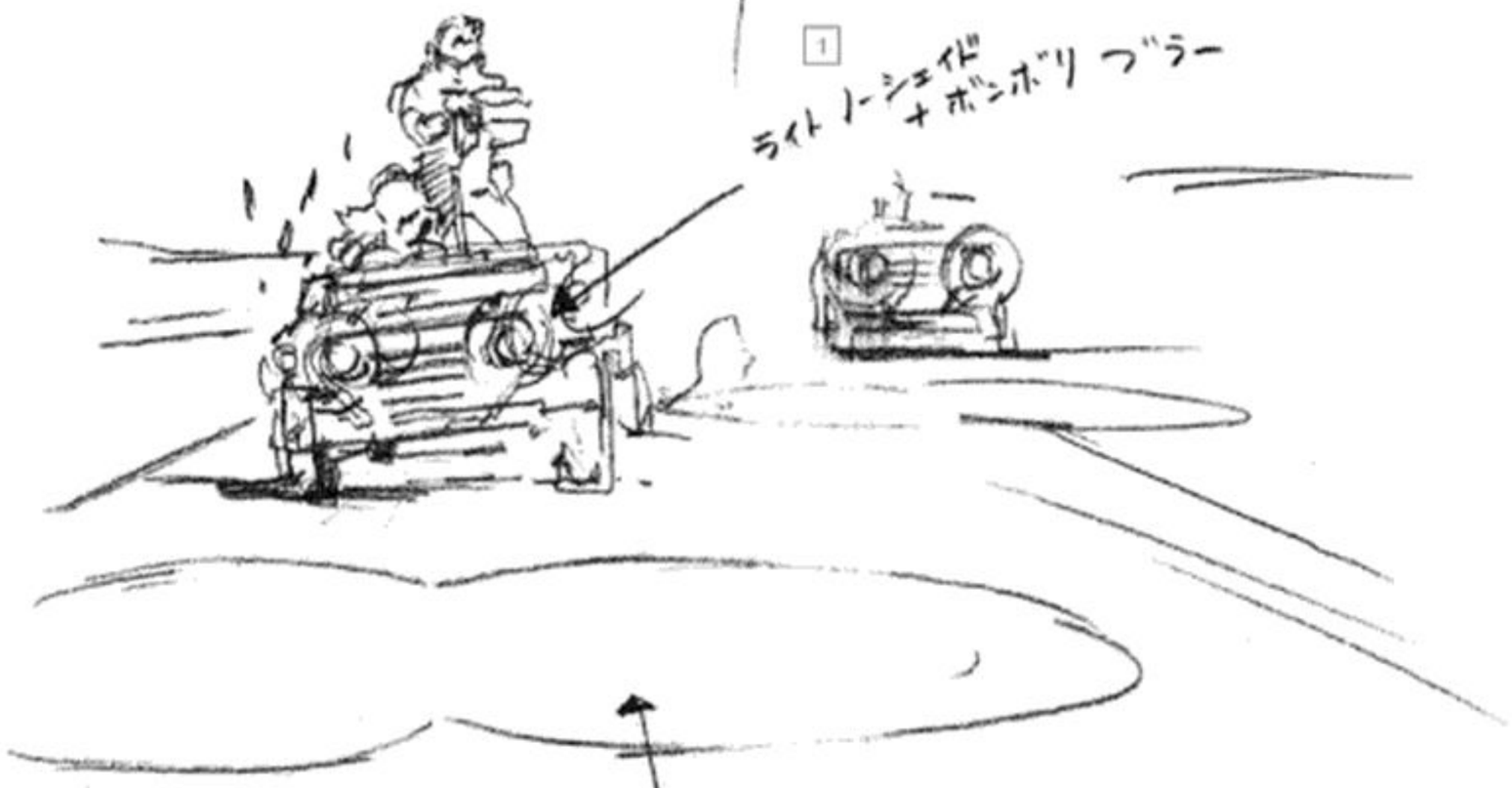
A



B



C



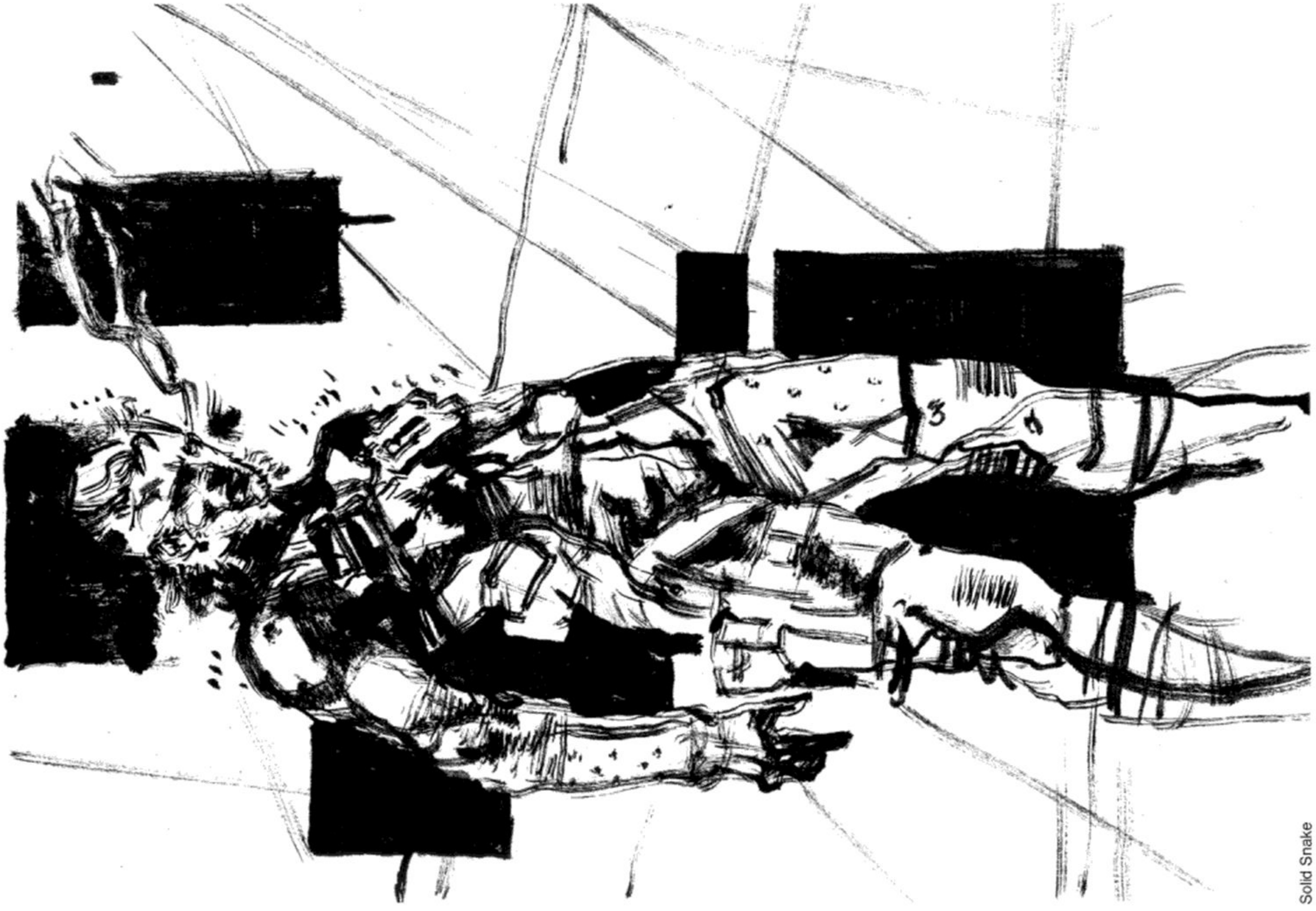
3 このシーンの エフェクトは がんばんばー
イカス物が 出来そうなので がんばる.
特にライトは レースゲームでも あまりみないので
ぜひ 入れて ほしー.

A 1. Impact effect of 120 mm smoothbore.
2. Lands practically at his feet.
3. *"WREEEEE"*
4. Add fire lines like the tracer bullets of the FAMAS.
5. *"WHAM"*
6. Smoke
7. Explosion
8. Snow flies toward the back
9. The explosion picture used everywhere
10. Smoke
11. Snow version of 3D blood spray and smoke
12. *"BOOM"*
13. High pillar of snow
14. Smoke
15. Some smoke remains
16. Thin smoke

B 1. Hind effects
2. This
3. Similar to Takabe effect for impact of metal missile
4. In this cut, the speed of the snow gradually increases, giving the impression of hovering.
5. *"FWAP FWAP"*
6. The hind sways left and right and back and forth as it rises.
7. I want the soldiers to move away from the helicopter, bodies bent over like they are shielding themselves from the wind.
8. This

C 1. Light: no shade and shining blur
2. Light reflection on the road (like a searchlight).
3. If we try hard on the effects for this scene, I think it could look really cool, so we need to do so. I especially want the lights since you don't see those very often in race games.

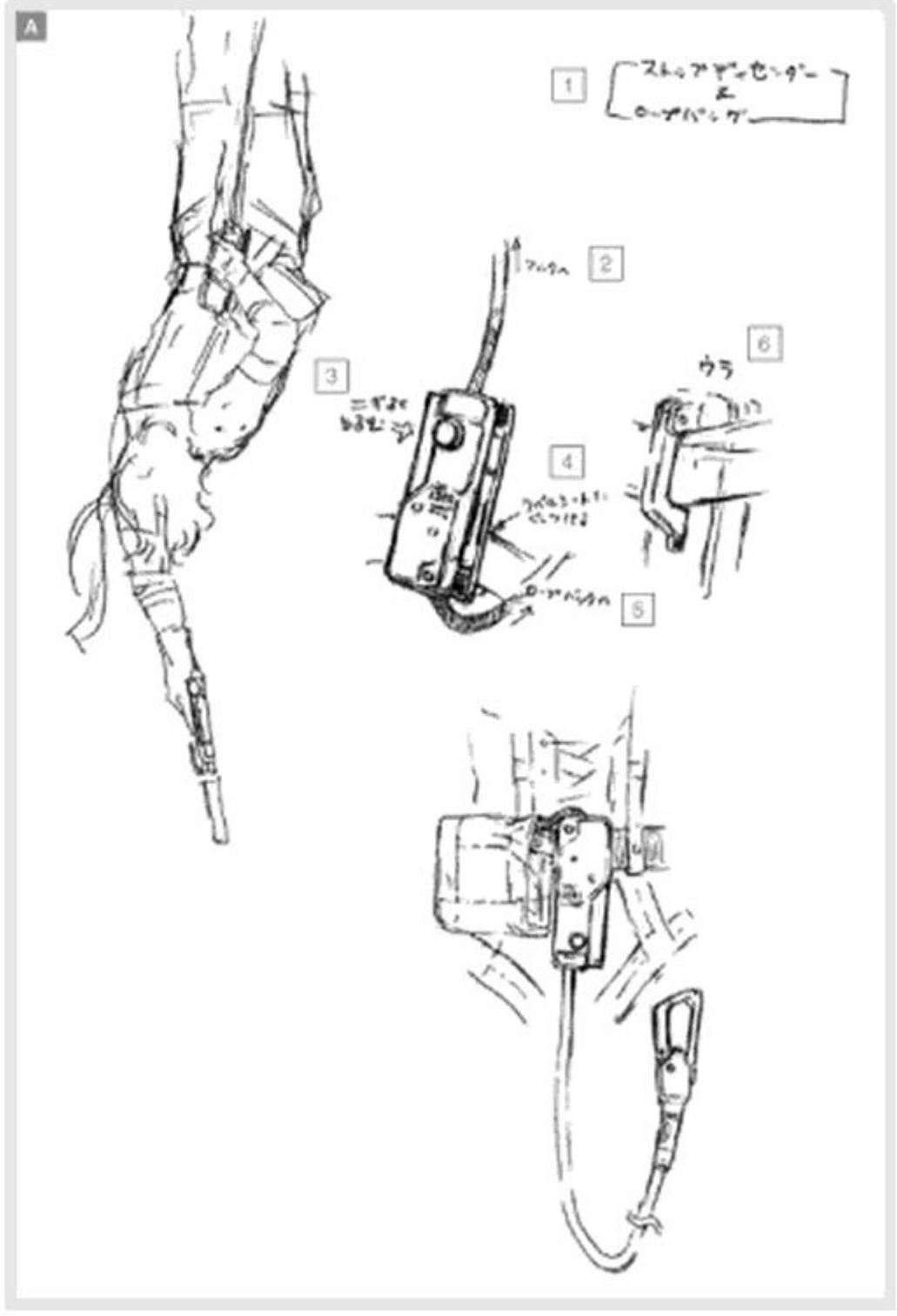
Матеріал, захищений авторським правом



Solid Snake

CHARACTER DESIGNS

Матеріал, захищений авторським правом



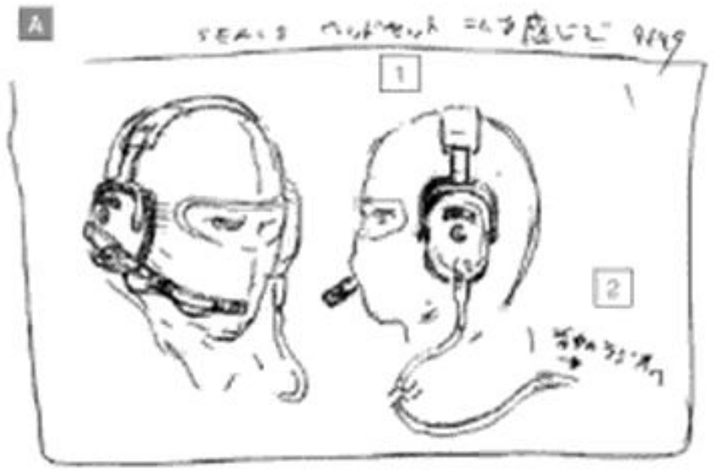
A 1. Stop descender and rope bag
2. To hook
3. Slackens when gripped
4. Attaches to rappel seat
5. To rope bag
6. Rear

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Iroquois Pliskin

A



B

SEAL

C

D

A 1. SEALS headset—this kind of vibe please
2. To radio on back

B 1. SEAL Team A
2. Sidearm is a US SOCOM pistol in thigh holster
3. Chalker sling worn under the combat vest. M4 is hung from the center hook.
4. Chalker sling

C 1. Pliskin
2. Puts on a bandana to get himself pumped
3. *RUMBLE*
4. Bare
5. Bare
6. Sport-style kneepads
7. Shotgun?
8. SOCOM pistol holder

D 1. Snake, Plant chapter. Blond hair almost the same as Solidus.
2. Plant climax
3. Near the end, to get himself pumped, he takes off his headset, and puts on the bandana!
4. Line under the chin slightly slack
5. Has normal underclothes on under the SEAL pilot suit (a tight, dark blue shirt, the same as the Tanker chapter)

Матеріал, захищений авторським правом

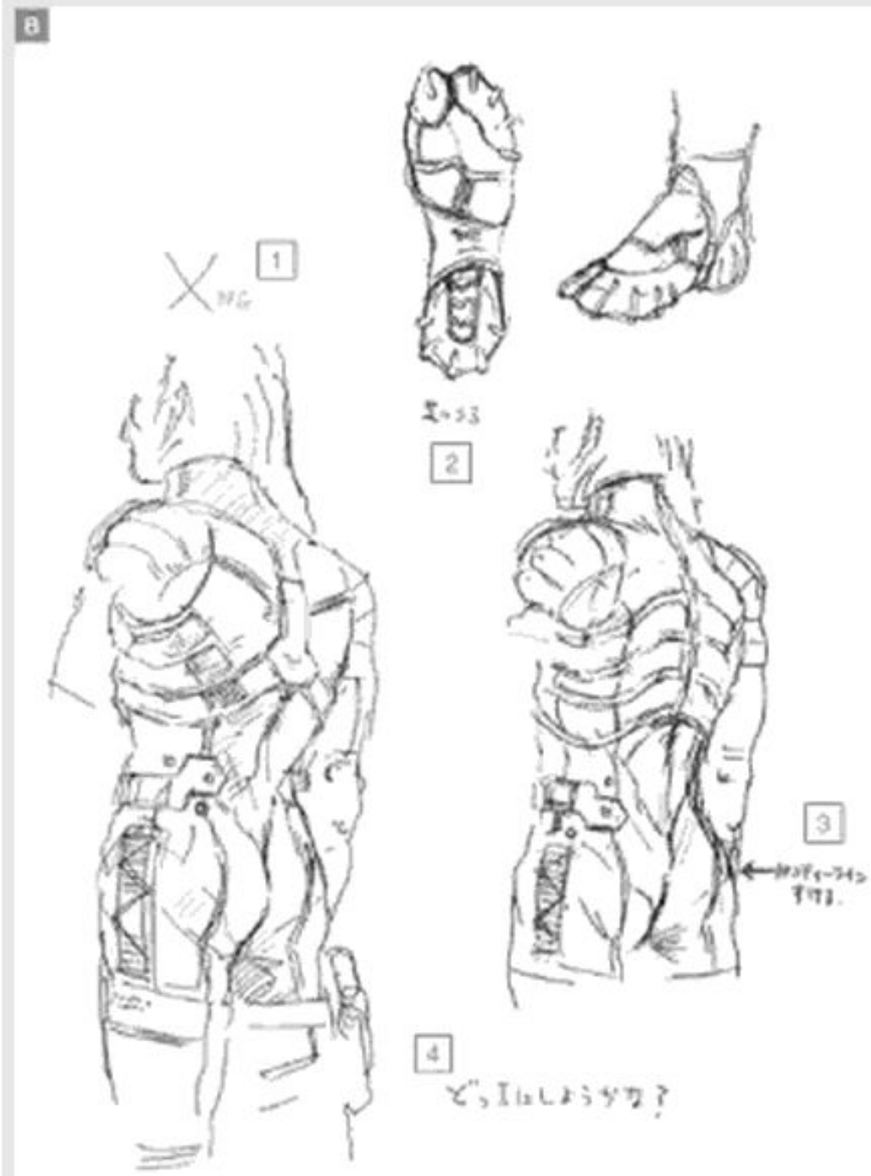
1. Raiden

CHARACTER DESIGNS

Матеріал, захищений авторським правом

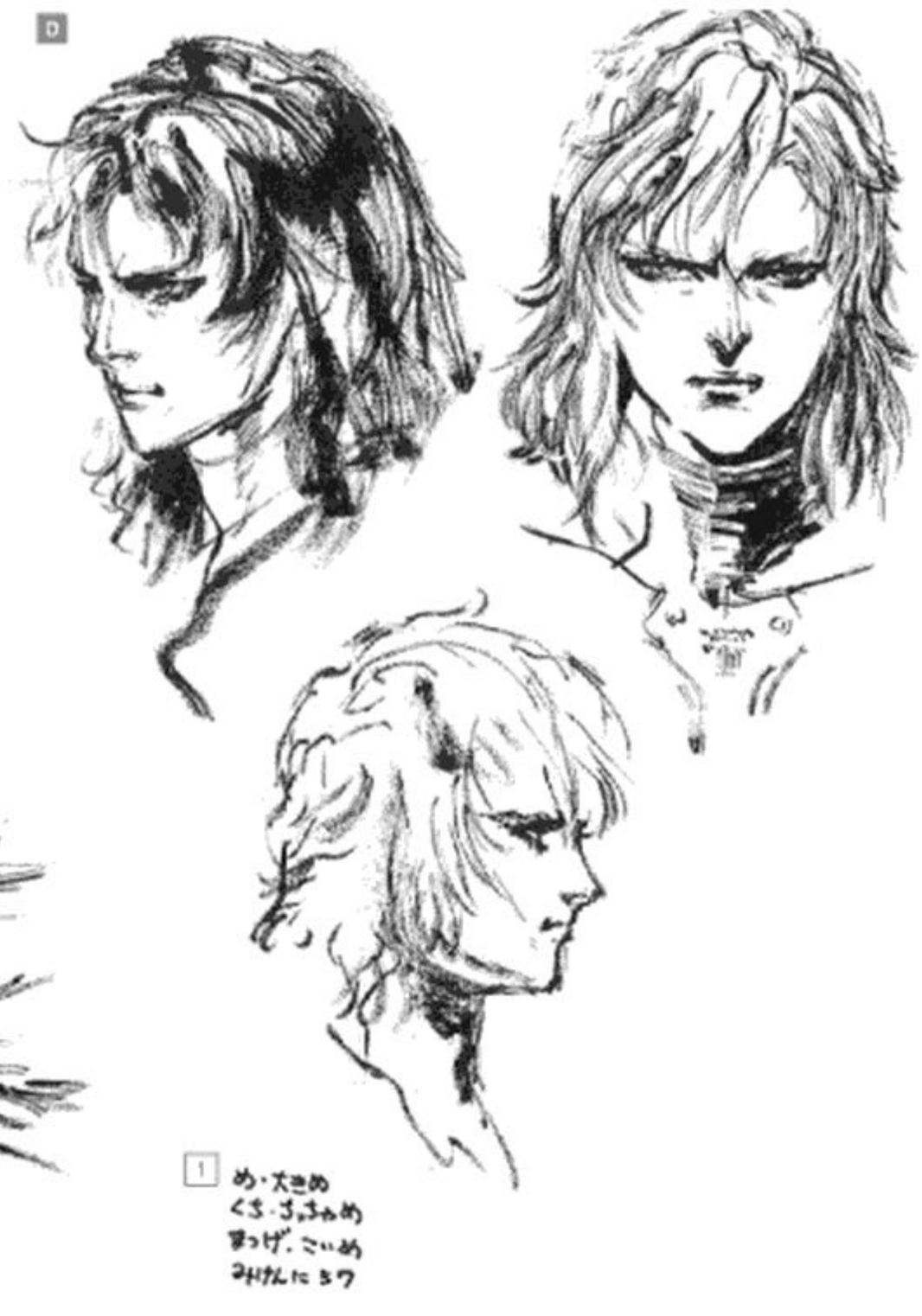
A

B



C

D



A 1. Netting pattern

B 1. X rejected
2. Sole
3. Visible panty line
4. Which should we use?

C 1. Raiden

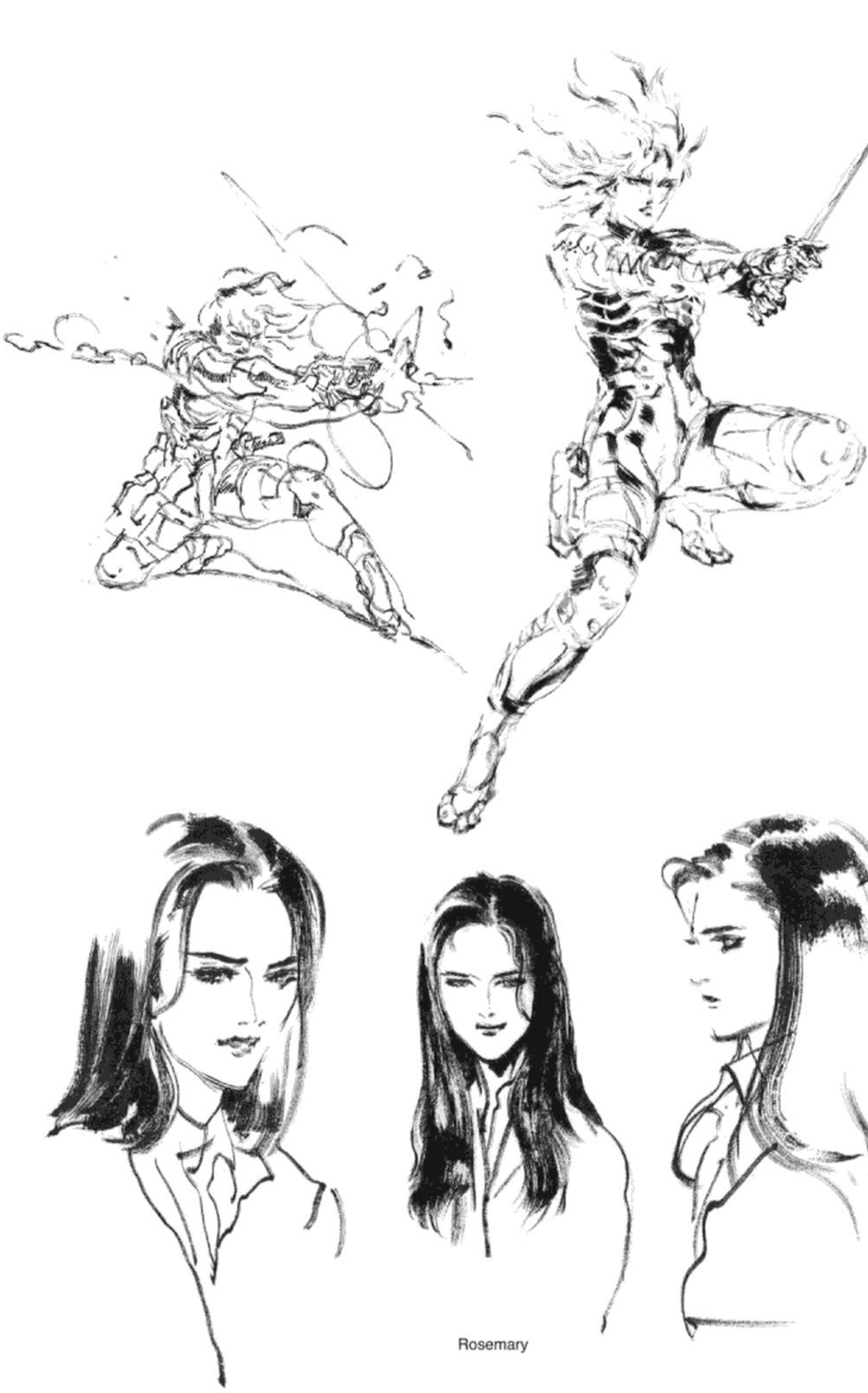
D 1. Eyes: large
Mouth: smallish
Eyelashes: thick
Furrowed brow

Матеріал, захищений авторським правом

A 1. Raiden's body armor
2. Thick in front

B 1. Tattoos

Матеріал, захищений авторським правом



Rosemary

Матеріал, захищений авторським правом

Otacon

A 1. Otacon
2. Cell phone
3. Notebook PC
4. Maybe wears jeans?
5. Sneakers

B 1. Otacon

Матеріал, захищений авторським правом

A

B

Emma Emmerich

A 1. Morphed into a super-deformed three-dimensional form
2. Rear

B 1. EE
2. *Powerpuff Girls* watch
3. *Su* (katakana)

Матеріал, захищений авторським правом

A

Richard Ames

Colonel

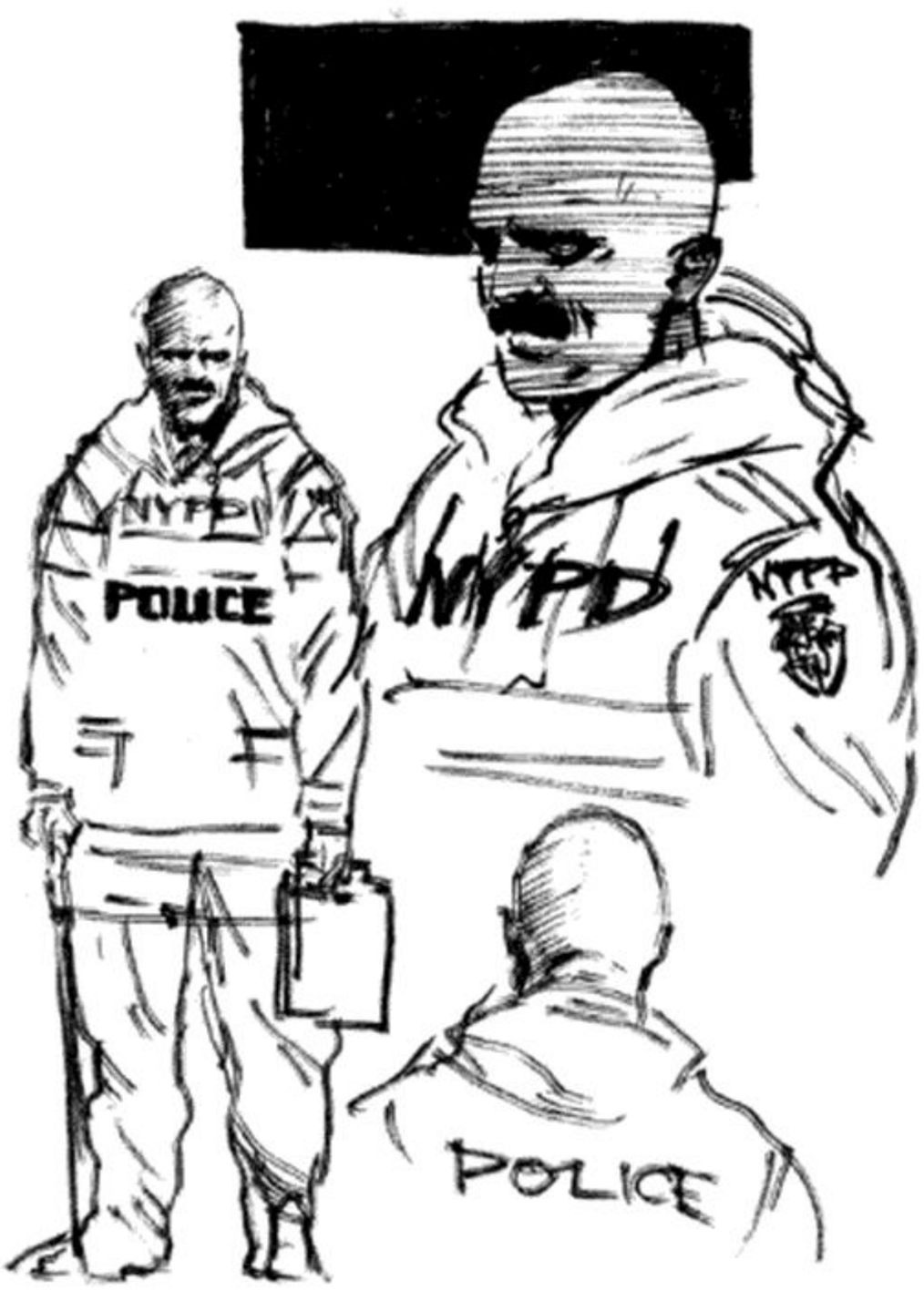
B

A 1. Richard Ames

B 1. Colonel Campbell. Almost the same as in previous appearances
2. DI FOXHOUND badge Same as previously seen
3. US badge
4. Slack
5. Tight collar
6. Nameplate
7. Service medals (details on separate page)
8. "*HAH!*. . ."
9. "Hmph."

Матеріал, захищений авторським правом

Peter Stillman



James Johnson

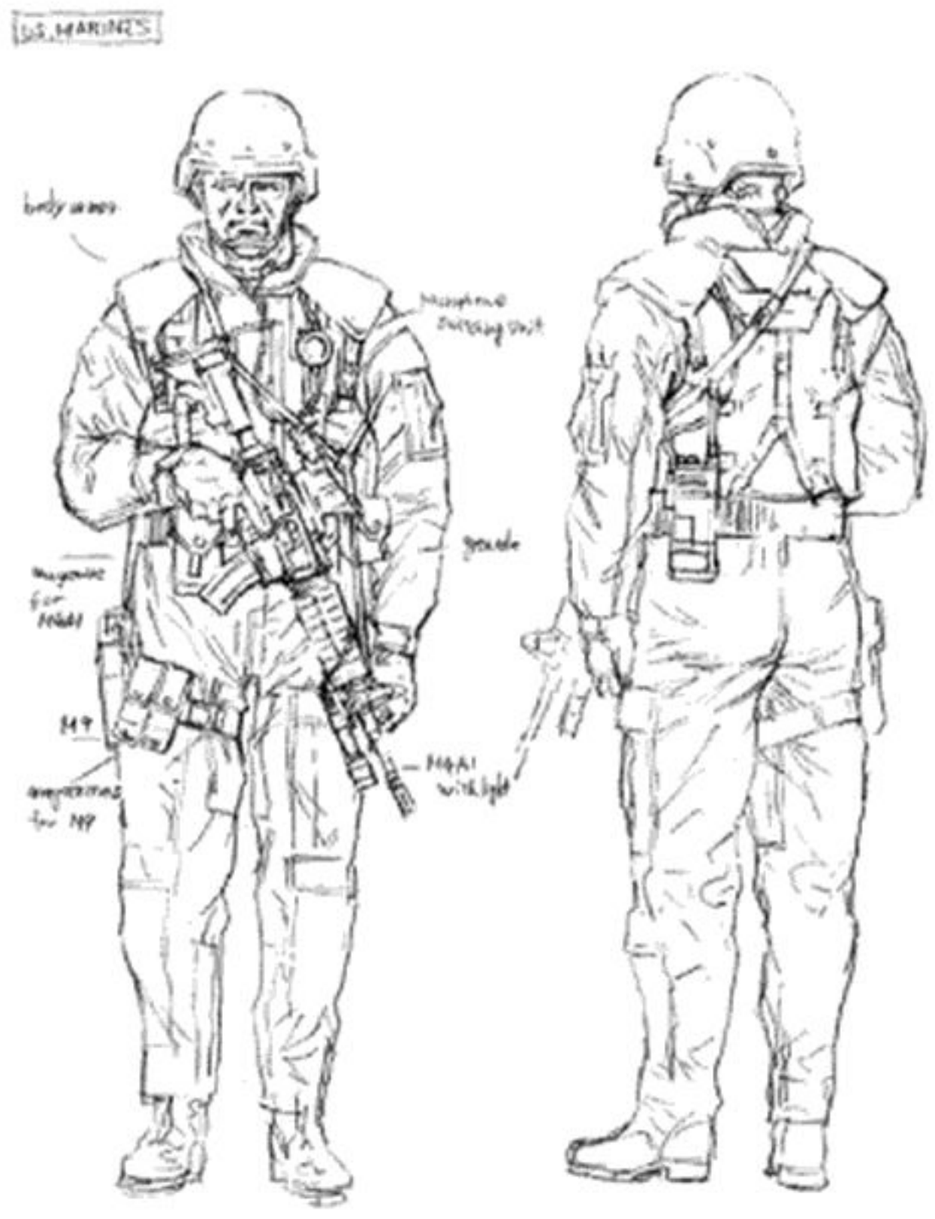
Scott Dolph

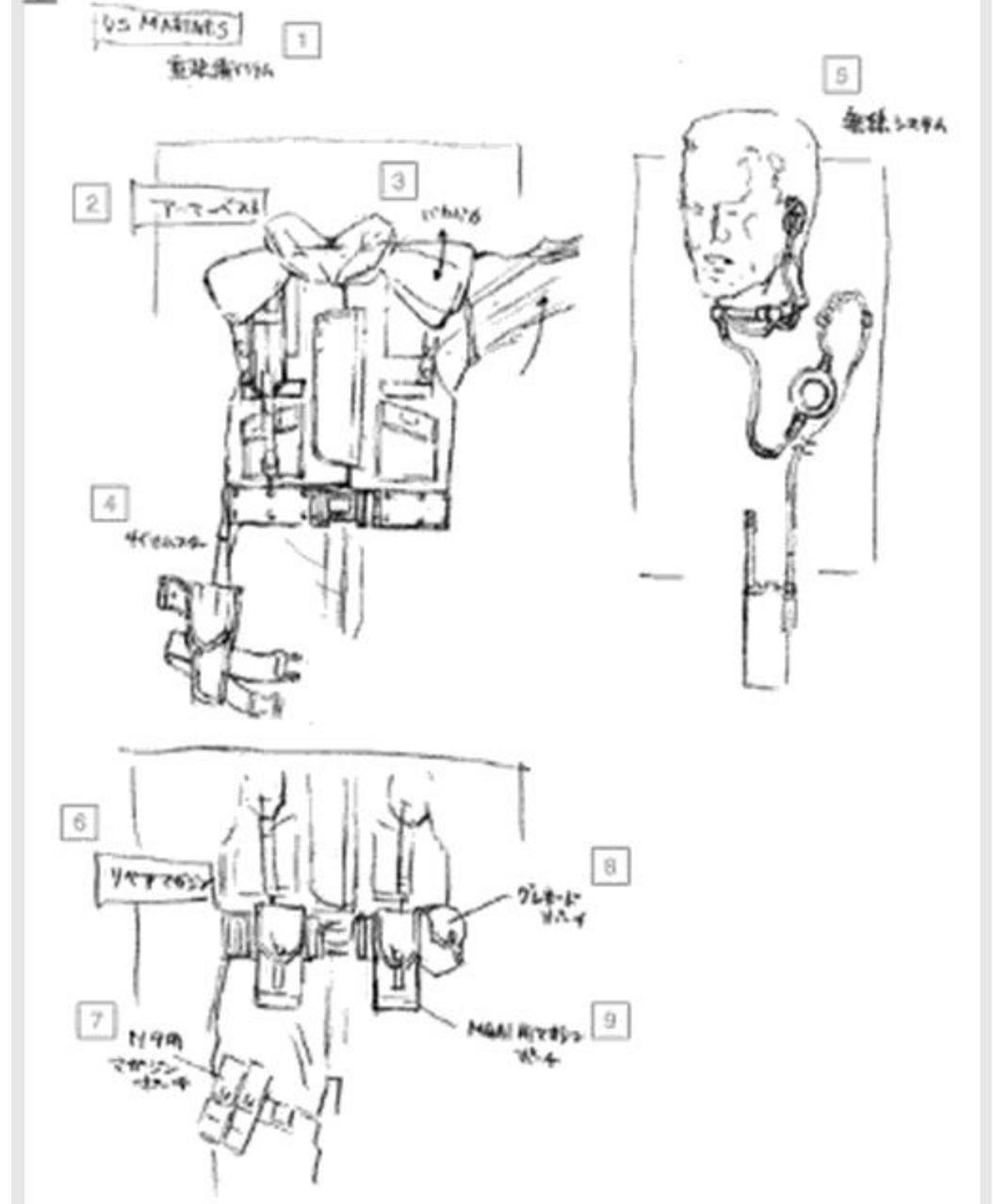
A 1. Peter
2. Crinkly parka

B 1. President of the United States
2. Rear

Матеріал, захищений авторським правом

Marine Corps





A 1. US Marines
Tanker chapter US Navy basic outfitting. This would be further outfitted with an armor vest, assault rifle, etc.
2. M9 pistol

B 1. Raincoat
2. Reflectors
3. Light!
4. Cinched hems
5. The sleeves are long so only a little of the hand comes out.
6. Show the edges of the sleeves, etc.
7. The reflectors shine even in the dark, so let's come up with other ideas. Shall we do a different model with no shade?

The rain jacket is not like the pants, and should have a stiffer feel.

C 1. Heavy equipment items
2. Armor vest
3. Opens and closes
4. Thigh holster
5. Radio system
6. Spare magazine
7. M9 magazine pouch
8. Grenade pouch
9. M4A1 magazine pouch

Матеріал, захищений авторським правом

Sergei Gurlukovich

089
Матеріал, захищений авторським правом

Gurlukovich Soldiers

A

B

A 1. Gurlukovich soldier
2. *Tanker chapter*
3. Soft helmet (with built-in radio) and balaclava
4. Thick gloves
5. Boots

B 1. Gurlukovich soldier
2. Pistol holster at hip
3. AKS-74U with suppressor and flashlight attachment
4. Special scout knife. Fires bullets from grip. (refer to GUN 98.9 P44)
5. Communications soldier (demo only). Hands microphone to Colonel Gurlukovich.
6. Communications soldier. In-air radio system.
7. (Concept)
8. For use by Olga and Gurlukovich only. Ordinary soldiers get AK-attachment bayonets.

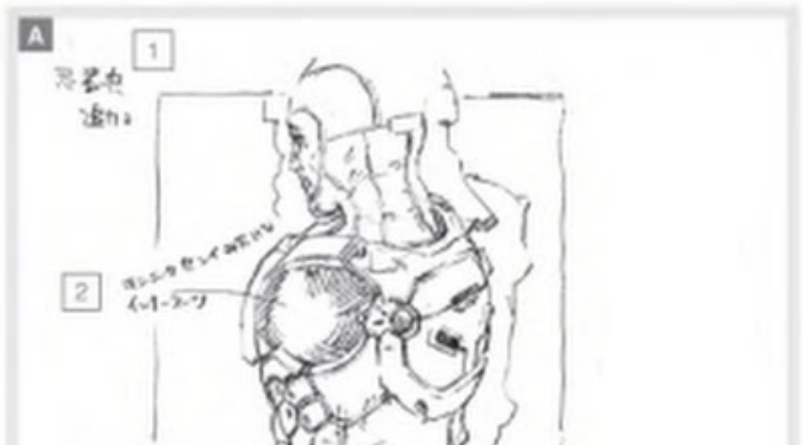
Матеріал, захищений авторським правом

A
1. Plant chapter Gurlukovich soldier
2. Sling for AN-94 (same as for the Plant chapter)
3. Slightly protruding outline of ear
4. Scout knife (hangs off of belt below jacket)
5. Airborne badge
6. Bag attached
7. AN mag pouch
8. Grenades
9. AN mag pouches
10. (R) Makarov mag pouches (L) Makarov
11. Small articles
12. Radio

B
1. Plant chapter Gurlukovich soldier special team
2. Sling for AN-94
3. Knife
4. Padding
5. AN-94 mag pouch
6. Vest sketch

C
1. Gurlukovich soldier special team
2. Blue background, letter edges yellow
3. Sling for AKS-74U
4. Microphone is behind the collar
5. Spetsnaz knife hangs below vest
6. Belt goes through
7. Front ➡
8. Knife hangs down
9. Sling for AKS-74U

Матеріал, захищений авторським правом



A 1. Ninja soldier additions
2. Muscle fiber-like inner suit
3. Katana inserted into belt
4. Toes curve up
5. Sole
6. Hands

Матеріал, захищений авторським правом

Hi-tech Soldiers

A 1. Arsenal interior
Ninja commando

B 1. Arsenal interior
Ninja commando
2. F90 mag pouch
3. Ninja sword
4. Suspended from belt strap
5. Throwing knife

C 1. Super infantry
2. Chalker sling added to chest
(M4 assault rifle hangs
from it)
3. Thigh holster
4. Helmet (top)
5. Side
6. M9 thigh holster
7. Boots (side)

D 1. Straps suspending
armor vest
2. Without the pads . . .
3. Thigh holster to be hung
from pistol belt under armor
4. Can he have a beam
weapon?
5. Small protrusion on back
of helmet
6. Under the part hanging off
the back is a pistol belt
7. Pistol belt, pouches, etc.,
are suspended under the
body armor as well
8. Looks very bulky and thick

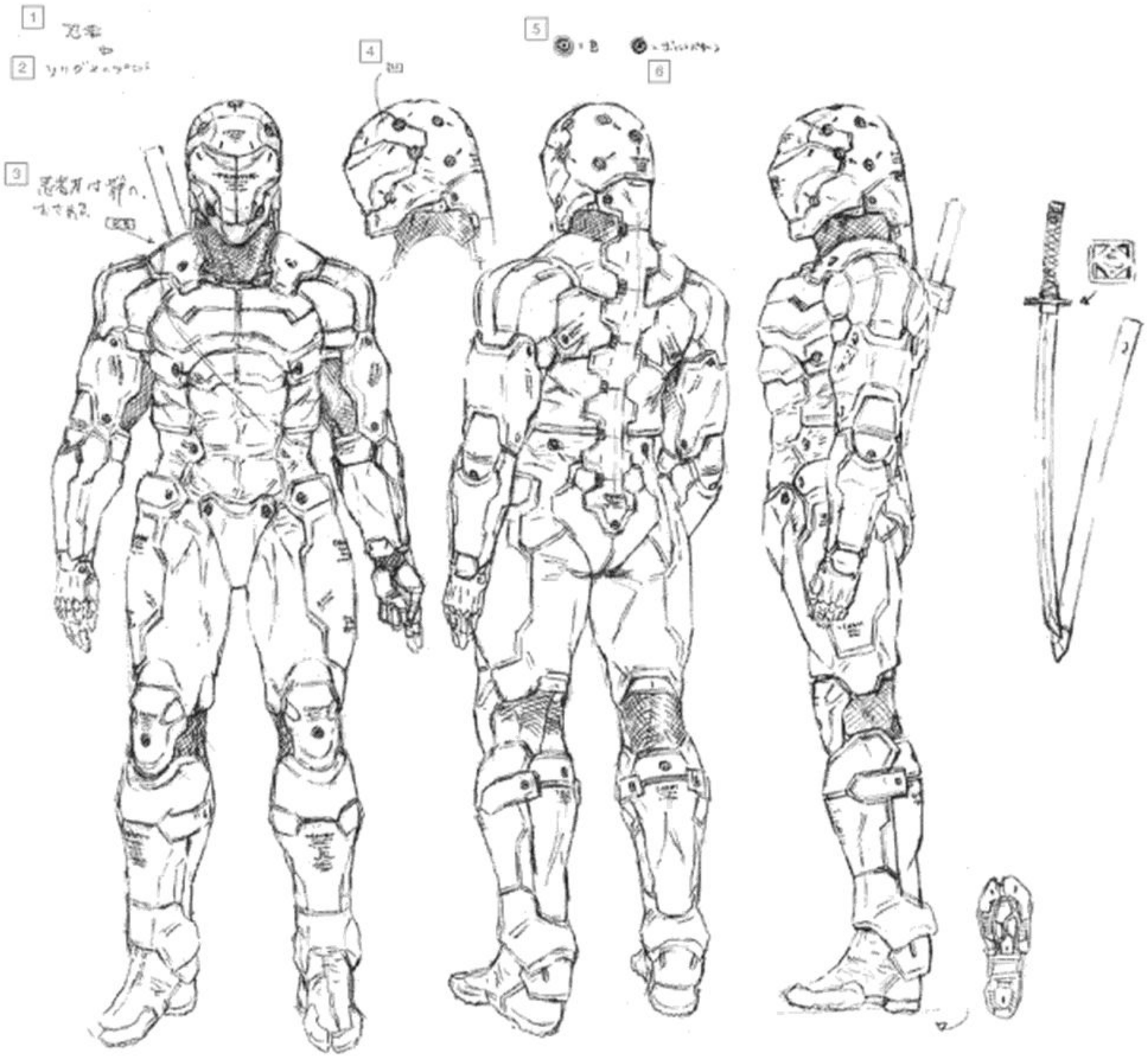
Матеріал, захищений авторським правом

Olga Gurlukovich

A 1. Olga—face

Матеріал, захищений авторським правом

A



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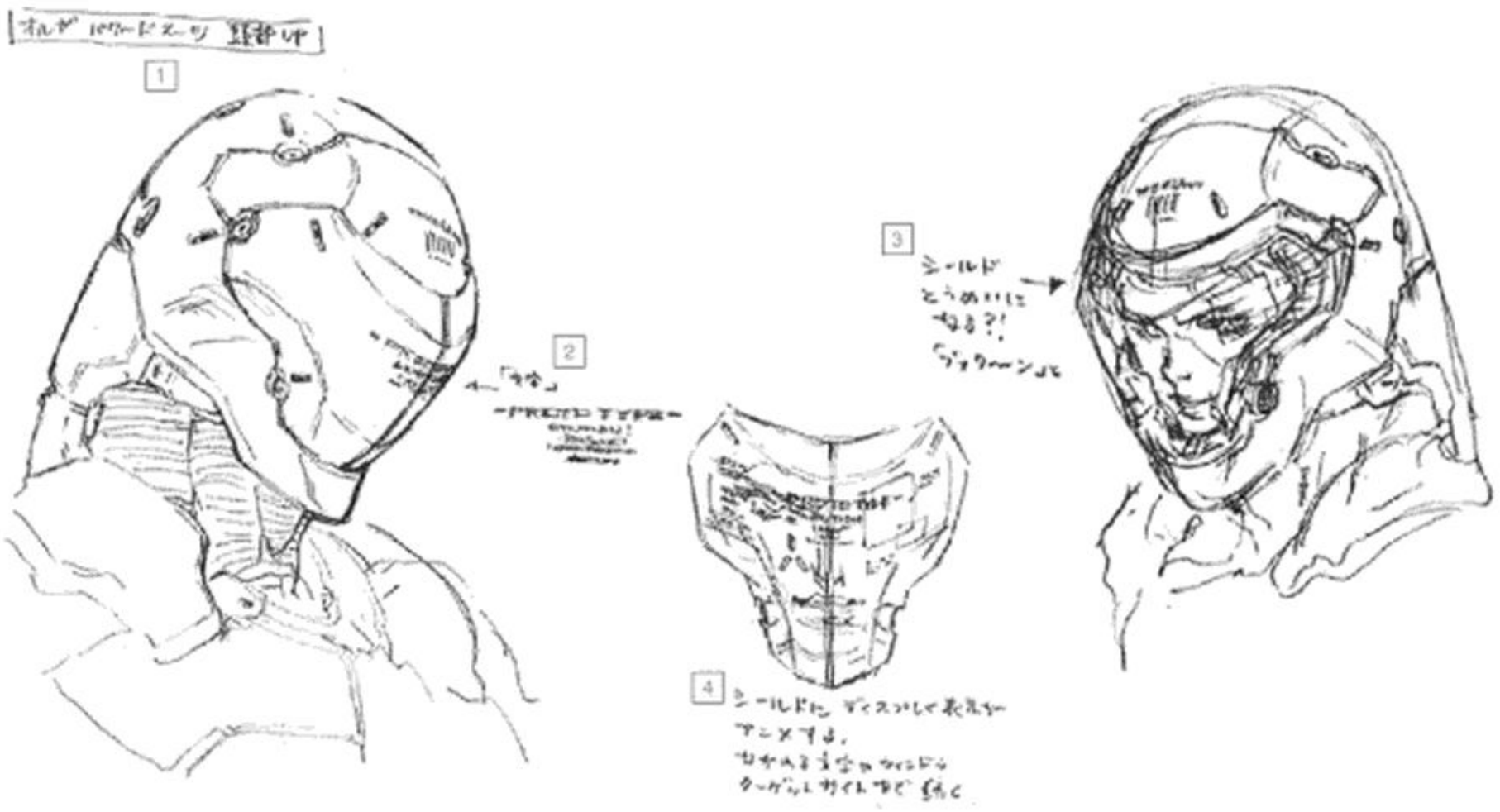
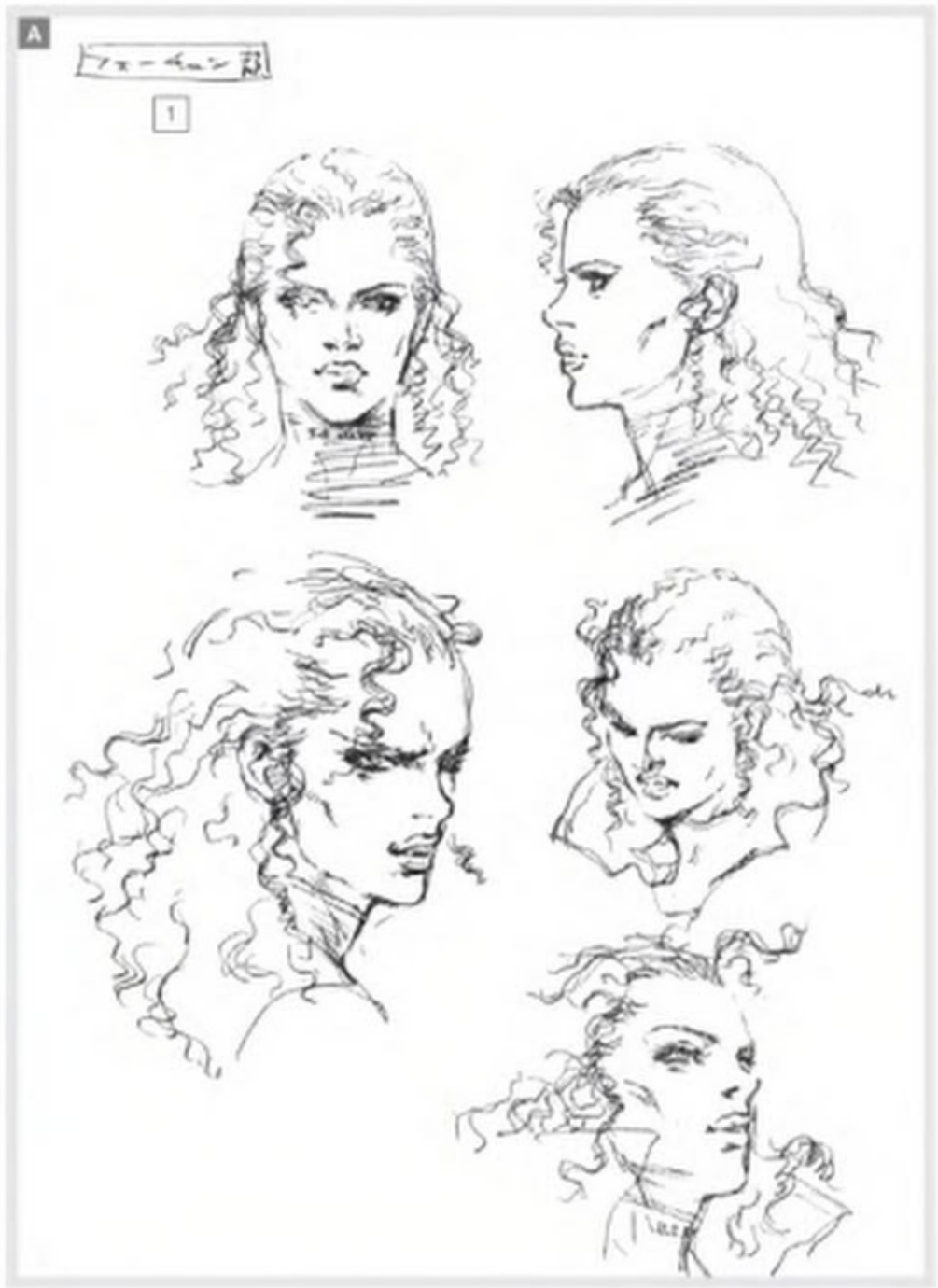


A 1. Ninja
2. Solidus prototype
3. Ninja sword is stored on back string
4. Depressed
5. Eye
6. Bolt design

B 1. Olga's power suit, head close-up.
2. Lettering
3. Face shield becomes transparent?! With a *"VWUMM"* sound.
4. Display on the shield is animated. The streaming text, windows, and target sights all move.

Матеріал, захищений авторським правом

Fortune

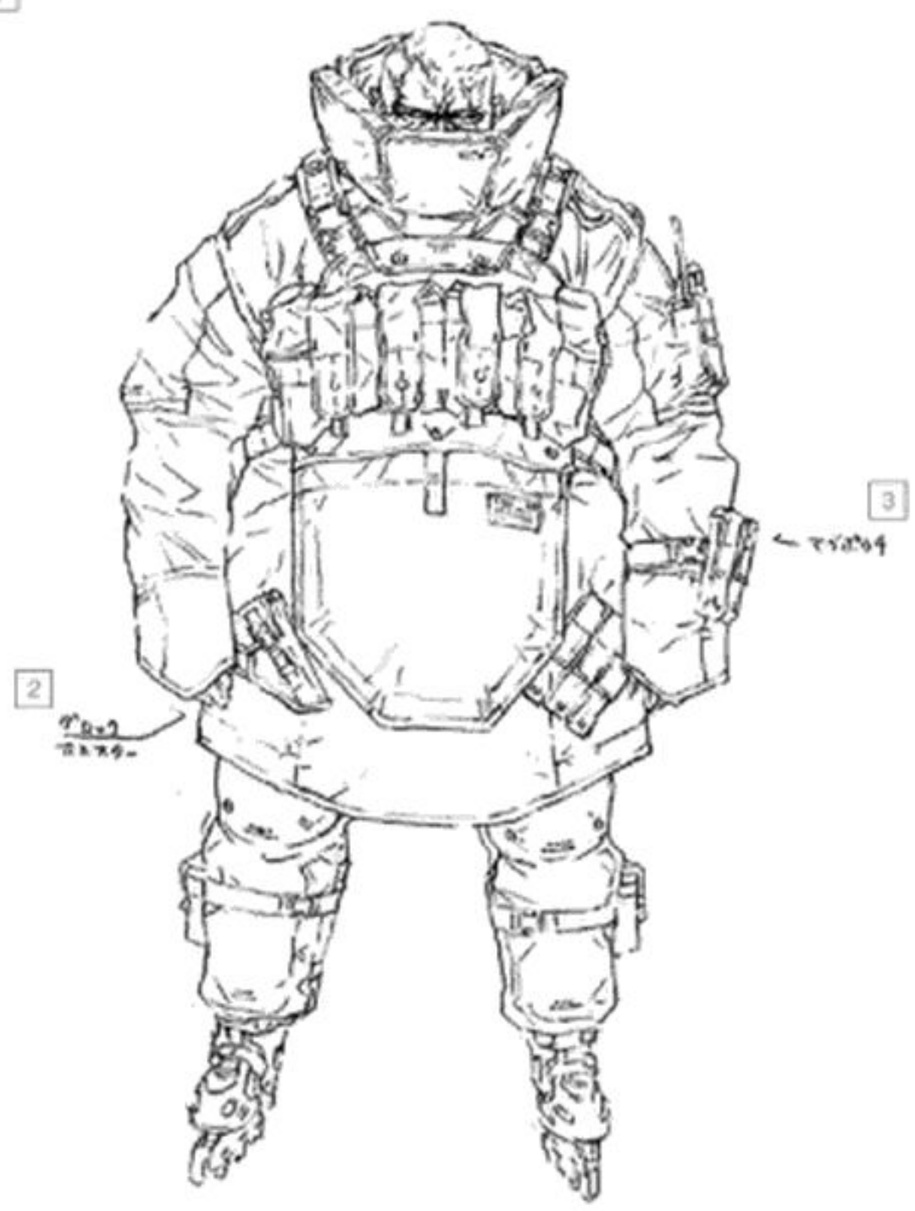


A 1. Fortune face

B 1. Sunglasses
2. Fortune rear

Матеріал, захищений авторським правом

A



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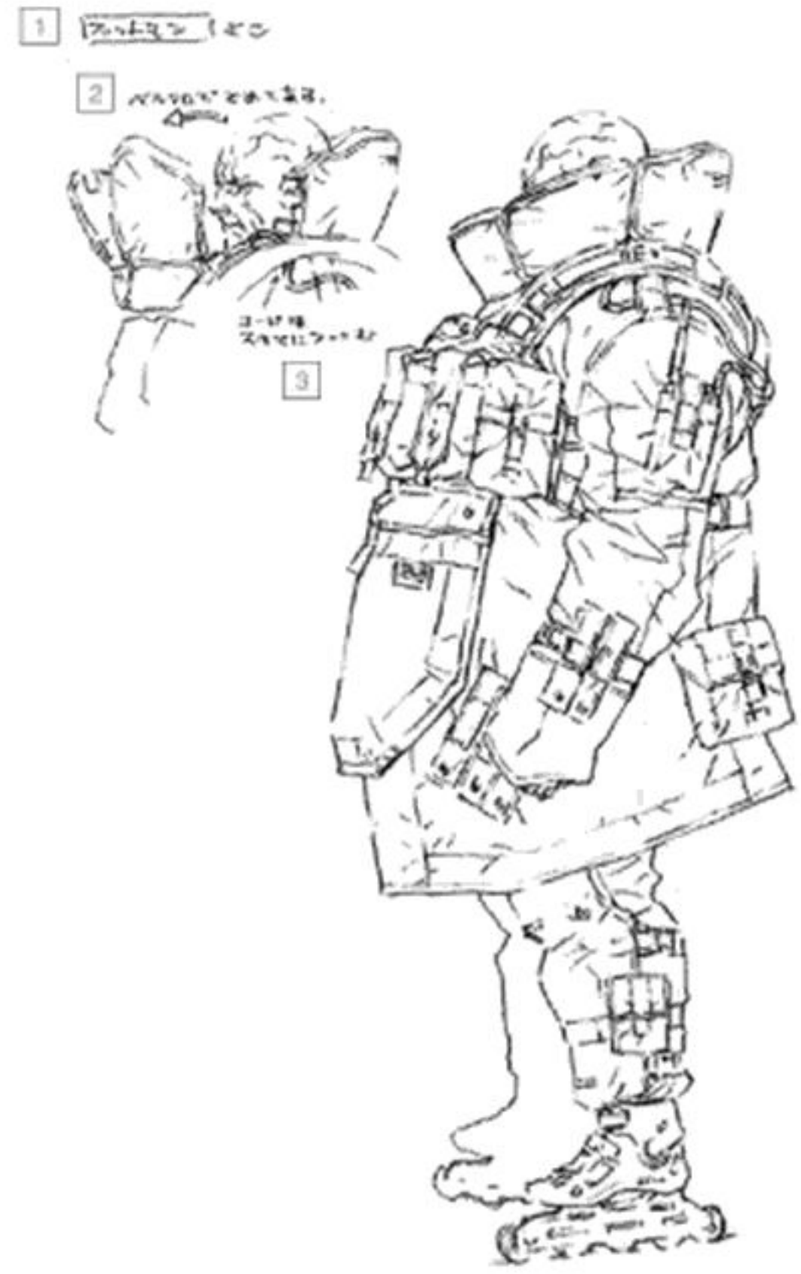


C

Fatman

A 1. Fatman
2. Glock holster
3. Mag pouch

B 1. Fatman side
2. Attached with Velcro
3. Cord inserted through gap

C 1. Radio

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

A

B

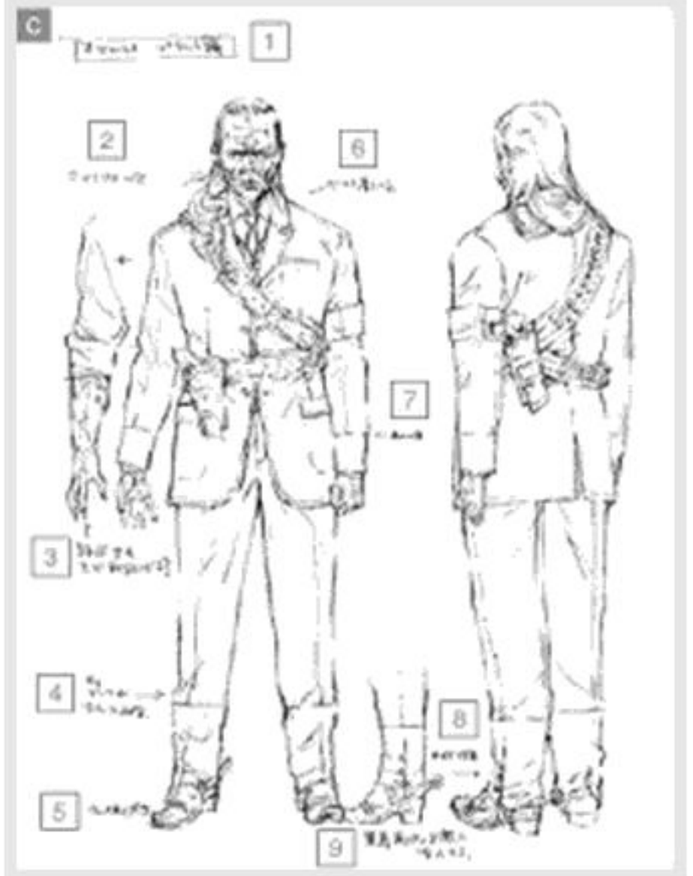
A 1. Vamp topless

B 1. Chest hair like Yukio Mishima
2. Pistol belt over the coat. A knife hangs down from its middle; his throwing knives hang from the belt under his coat.
3. Gloves
4. Combat boots

Матеріал, захищений авторським правом

Revolver Ocelot

Матеріал, захищений авторським правом



Liquid Snake

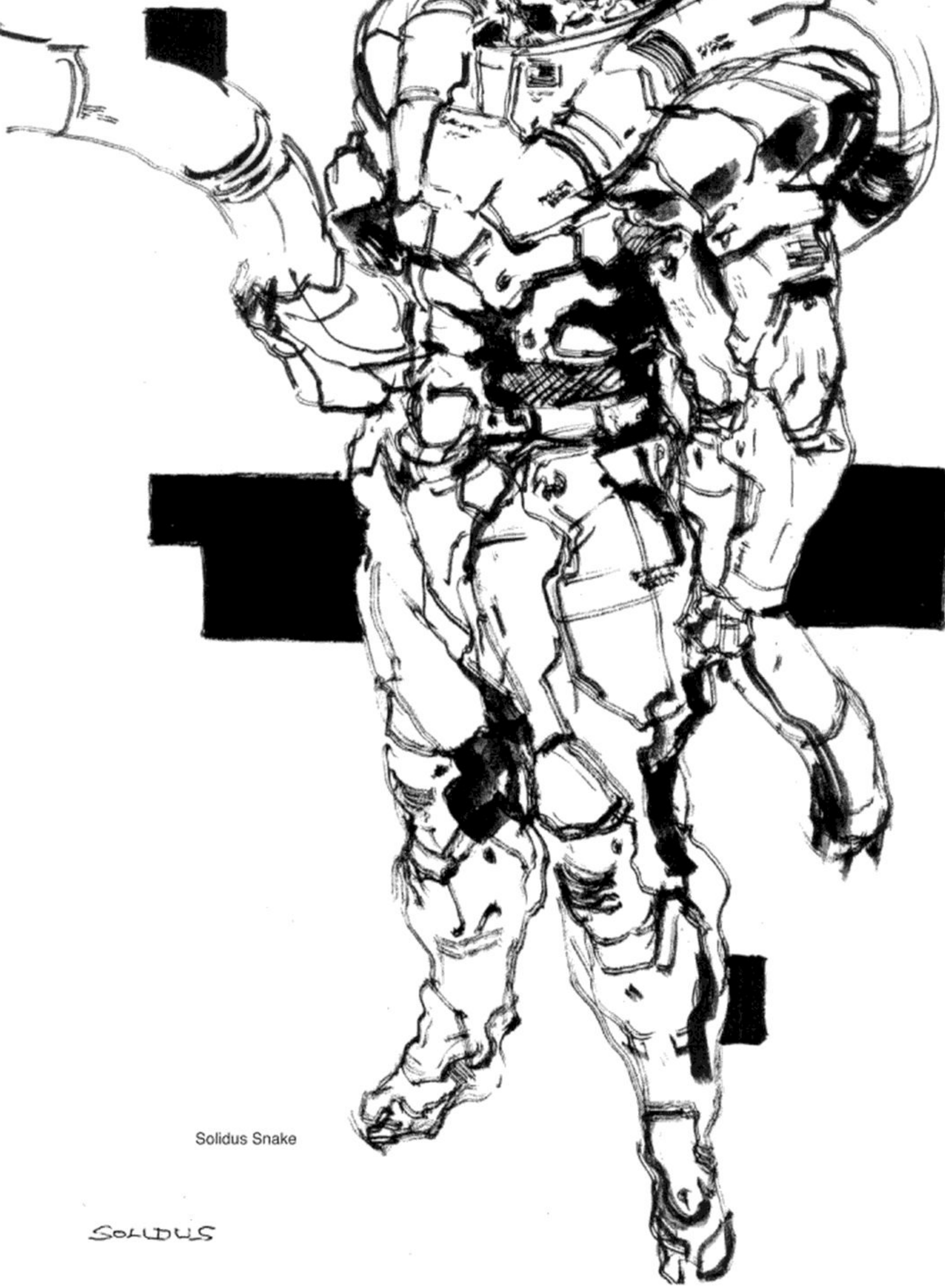
A
1. Ocelot
   Same combat suit as the Gurlukovich soldiers. Has two SAA guns.
2. Has side pockets

B
1. Ocelot ranch coat

C
1. Ocelot, Plant chapter
2. Cream-colored shirt
3. Liquid arm
   Sleeve rolled up?
4. Boots underneath push out slightly
5. Western boots
6. Wearing a vest
7. Seam
8. Note sides
9. Pants resemble horse-riding pants

D
1. Ranch coat diagram
2. Throws coat

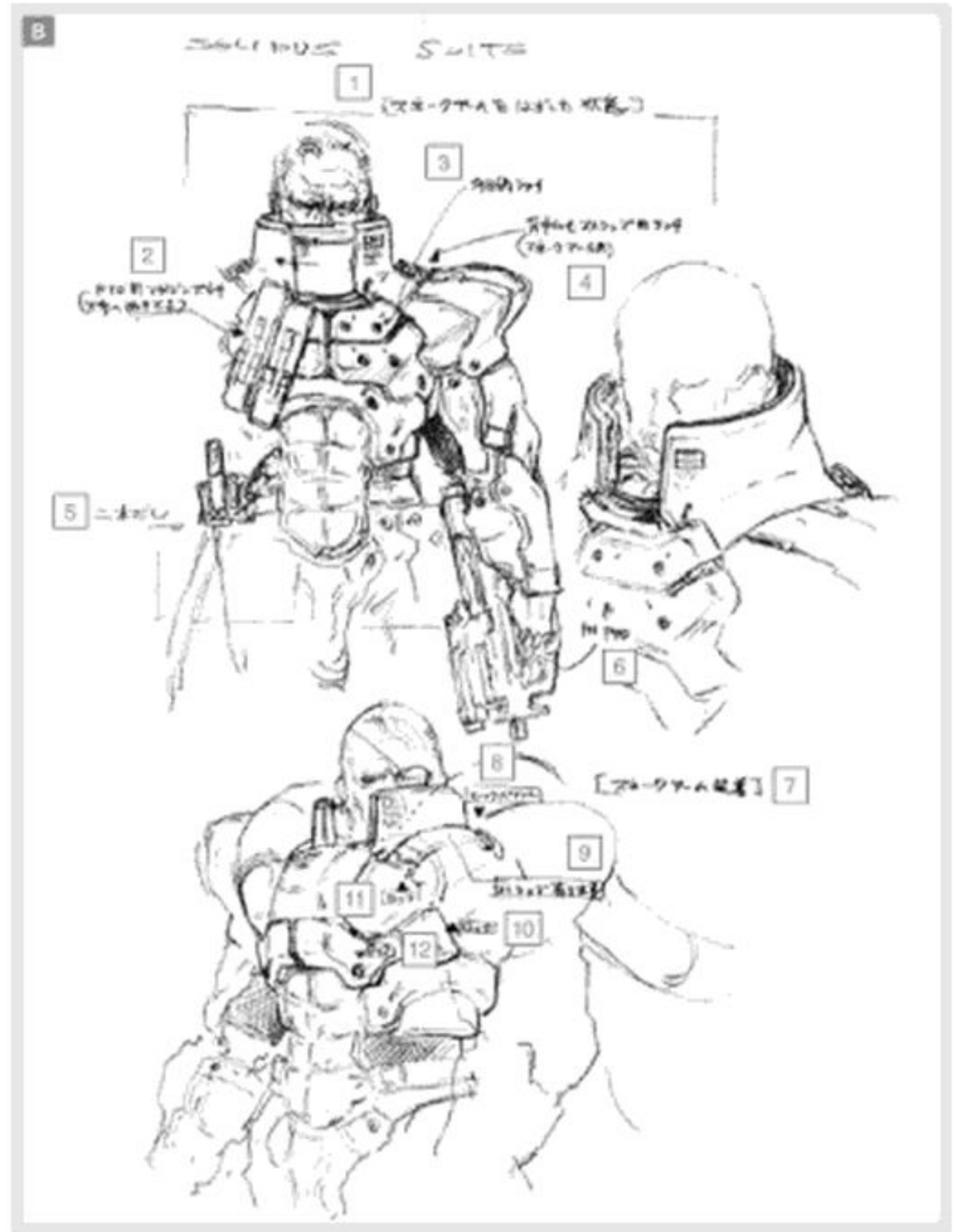
Матеріал, захищений авторським правом

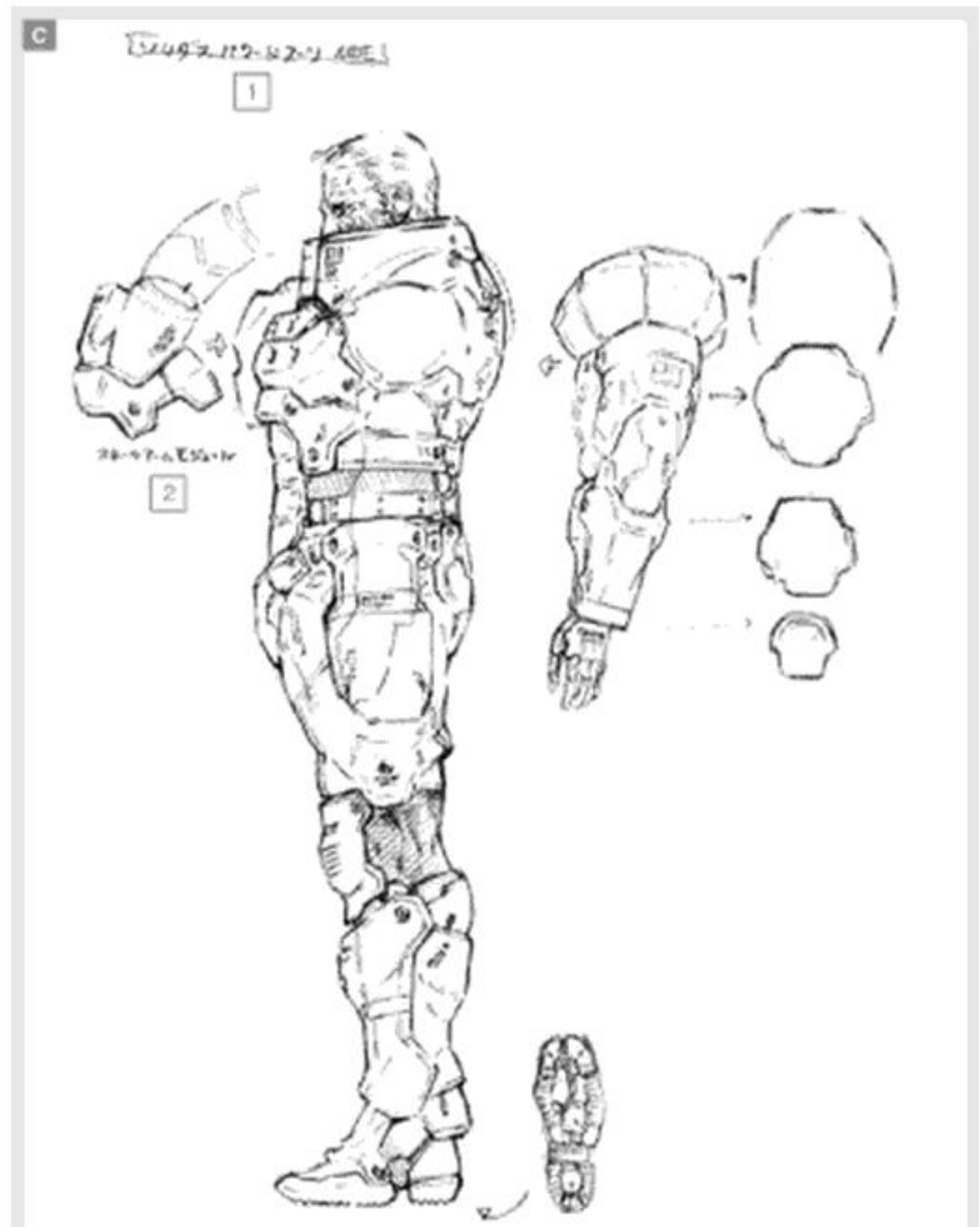


Solidus Snake

SOLIDUS

Матеріал, захищений авторським правом





A 1. Solidus power suit
2. Snake arms. They're not overly smooth and have a clunky movement.
3. Double-sword fighting style
4. Can fire 15 mm missiles
5. This half is when in normal mode, and this side is when in powered mode. He becomes more massive and his veins stand out.
6. Brown (flesh color)

B 1. Appearance after disengaging Snake arms
2. P90 magazine pouch
3. Multipurpose latch
4. Latch for straps on the back as well (for Snake arms)
5. Two swords
6. FN P90
7. Snake arms mounted
8. Lock point
9. Has straps
10. Lock
11. Lock
12. Lock

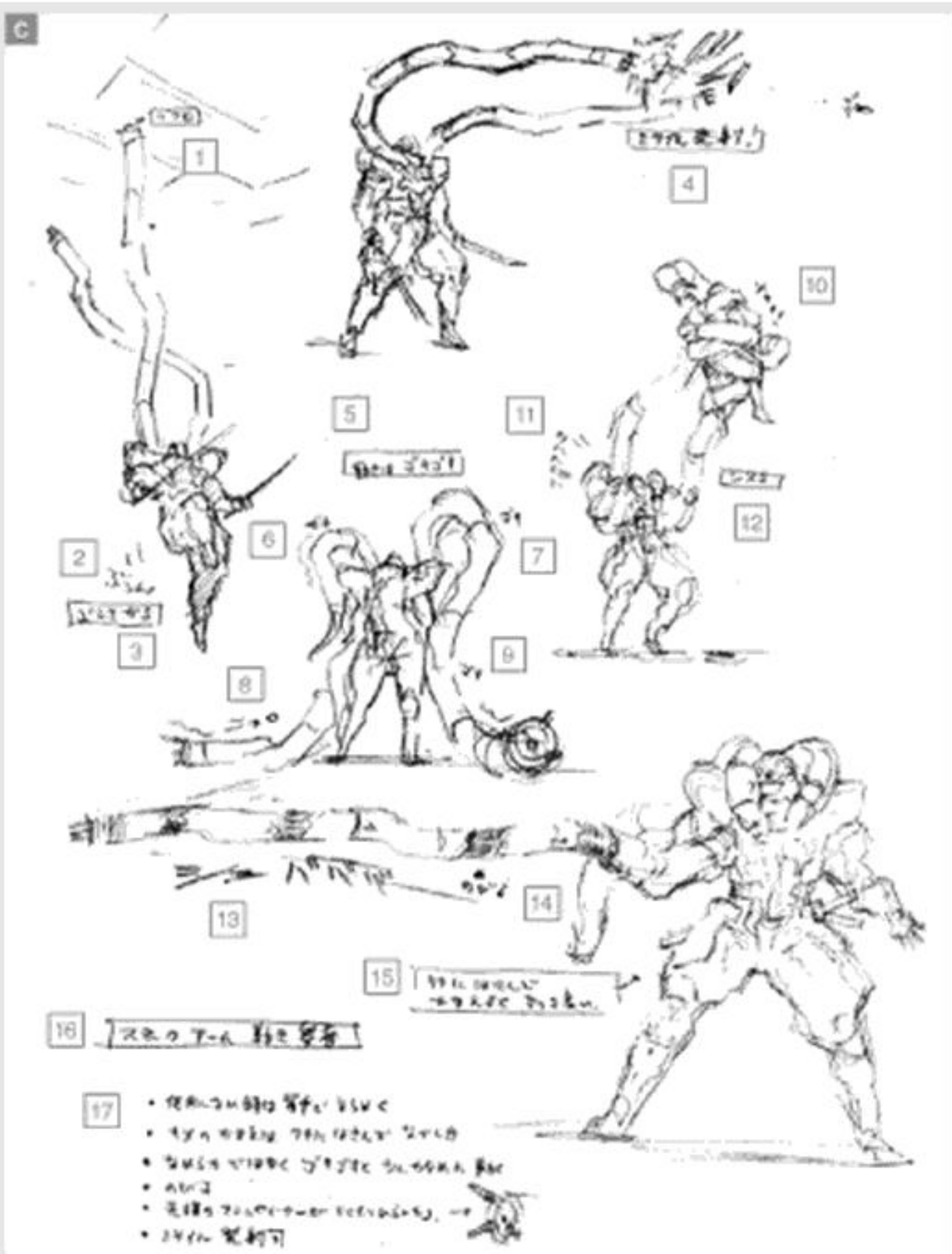
C 1. Solidus power suit side
2. Snake arm module

Матеріал, захищений авторським правом

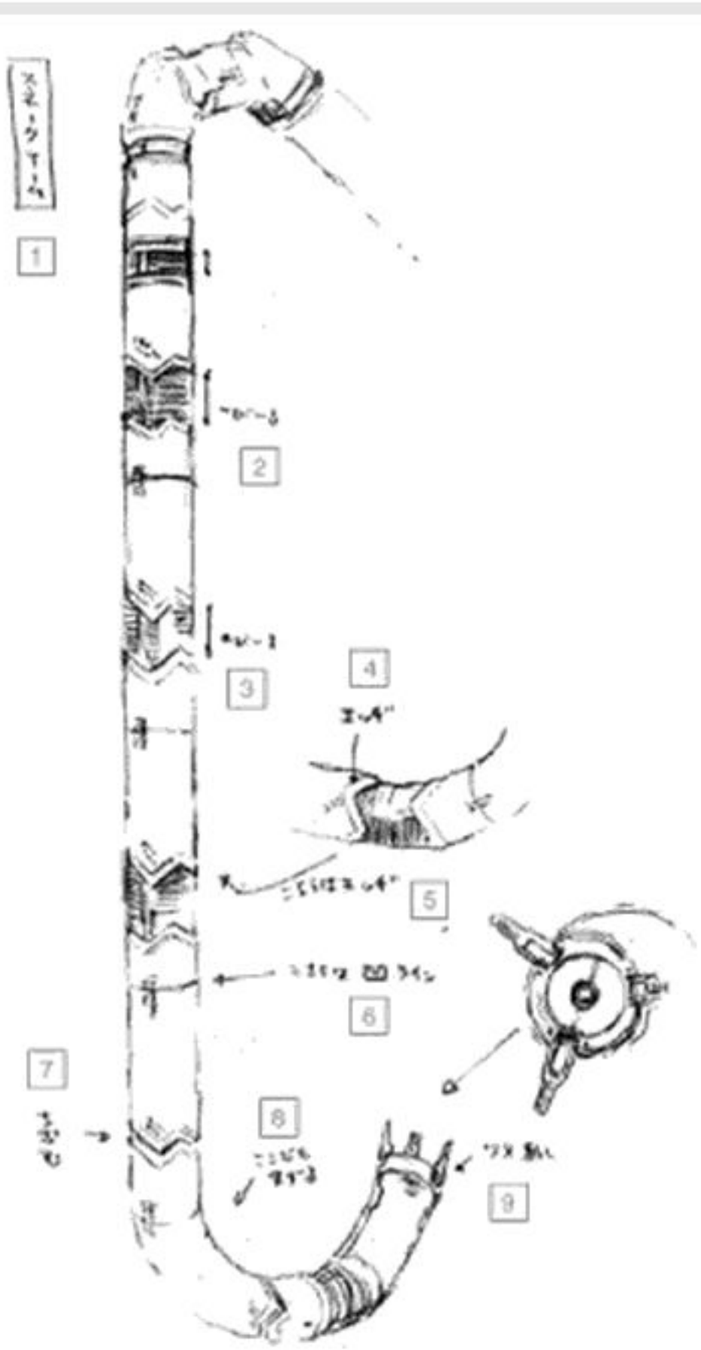
A

B

C



D



A
1. Solidus
2. Uses the same modeling as Snake from the Plant chapter.
   However, he is much older than Snake, and his hairline is receding.
3. Shroud: first appearance
4. A glistening, jet-black shroud
5. Gives the impression of a veil of secrecy
6. White lettering
7. Goes through gradations
8. Catches fire
   "WHOOMF!"
9. Ash and flakes flutter off
10. When he runs at high speed, it burns off in an instant.

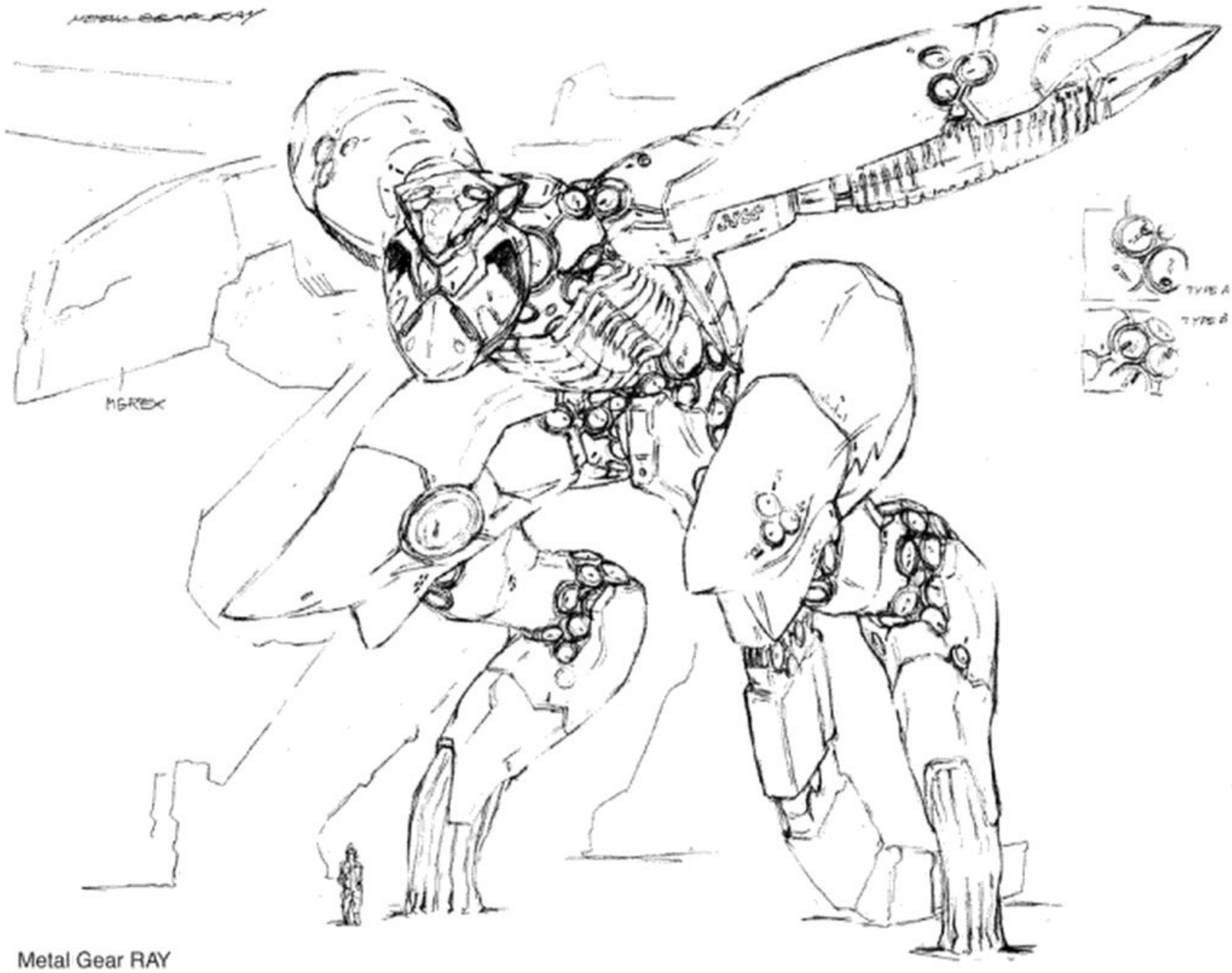
B
1. Power suit, system down. His Snake arms are hacked off, and the main system on his back is also damaged. The power suit is now completely nonfunctional.
2. Is Raiden going to deliver the final blow?
   Or is Solidus going to take his own life?

C
1. Grab
2. Hang
3. Swinging
4. Launch missiles!
5. Stiff movement
6. *"CLATTER"*
7. *"CLATTER"*
8. *"SQUIRM"*
9. *"CLATTER"*
10. *"SQUEEZE!"*
11. "Wahahahaha"
12. Throttling
13. *"SHWOOOSH"*
14. Extends
15. Looks cool when he poses with it held under his armpit.
16. Notes on the movement of the Snake arms
17. • When he's not using them, they squirm behind.
    • The best stance is when he looks sidelong with it held under his armpit.
    • Their movement is somewhat stiff and clunky rather than smooth.
    • They extend.
    • The manipulators at the tips can close and open.
    • Can fire missiles.

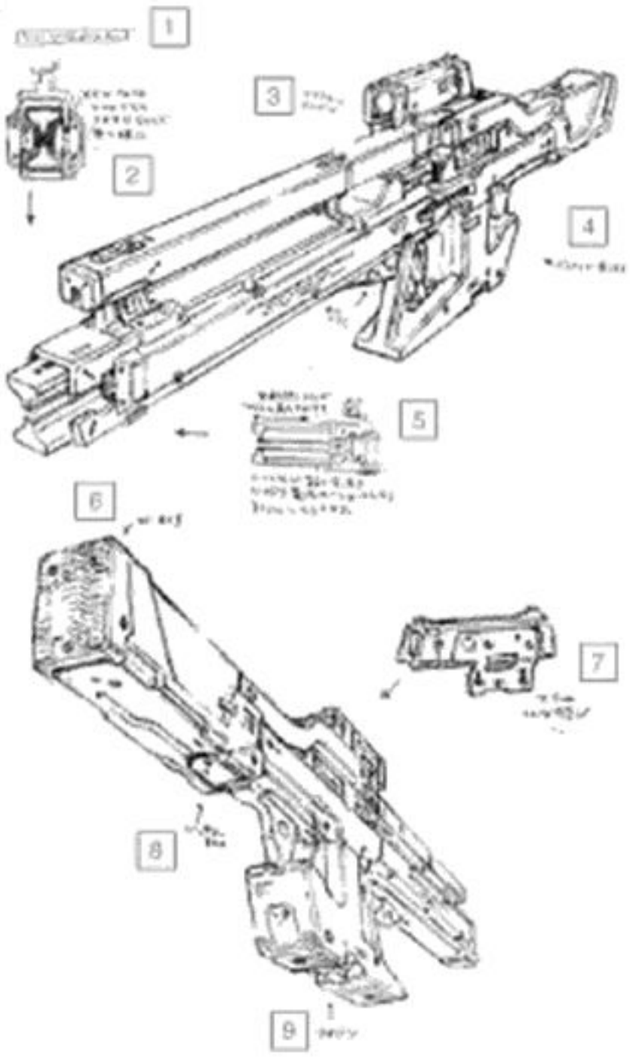
D
1. Snake arm
2. Extend
3. Extend
4. Edge
5. This is the edge.
6. This is an indented line.
7. Contracts
8. It can bend here, too.
9. Claws move

Матеріал, захищений авторським правом

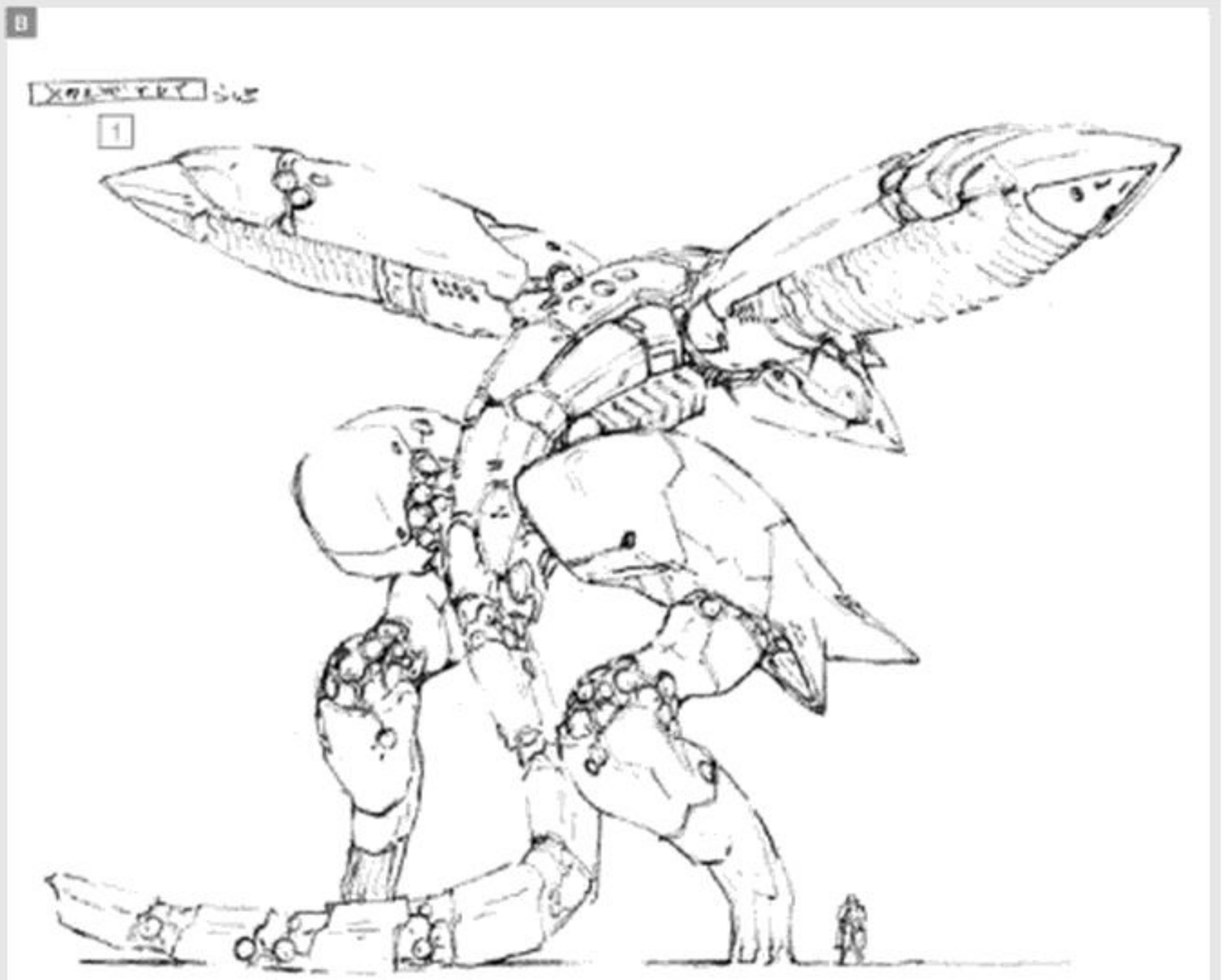
Матеріал, захищений авторським правом



Metal Gear RAY



Fortune's Rail Gun

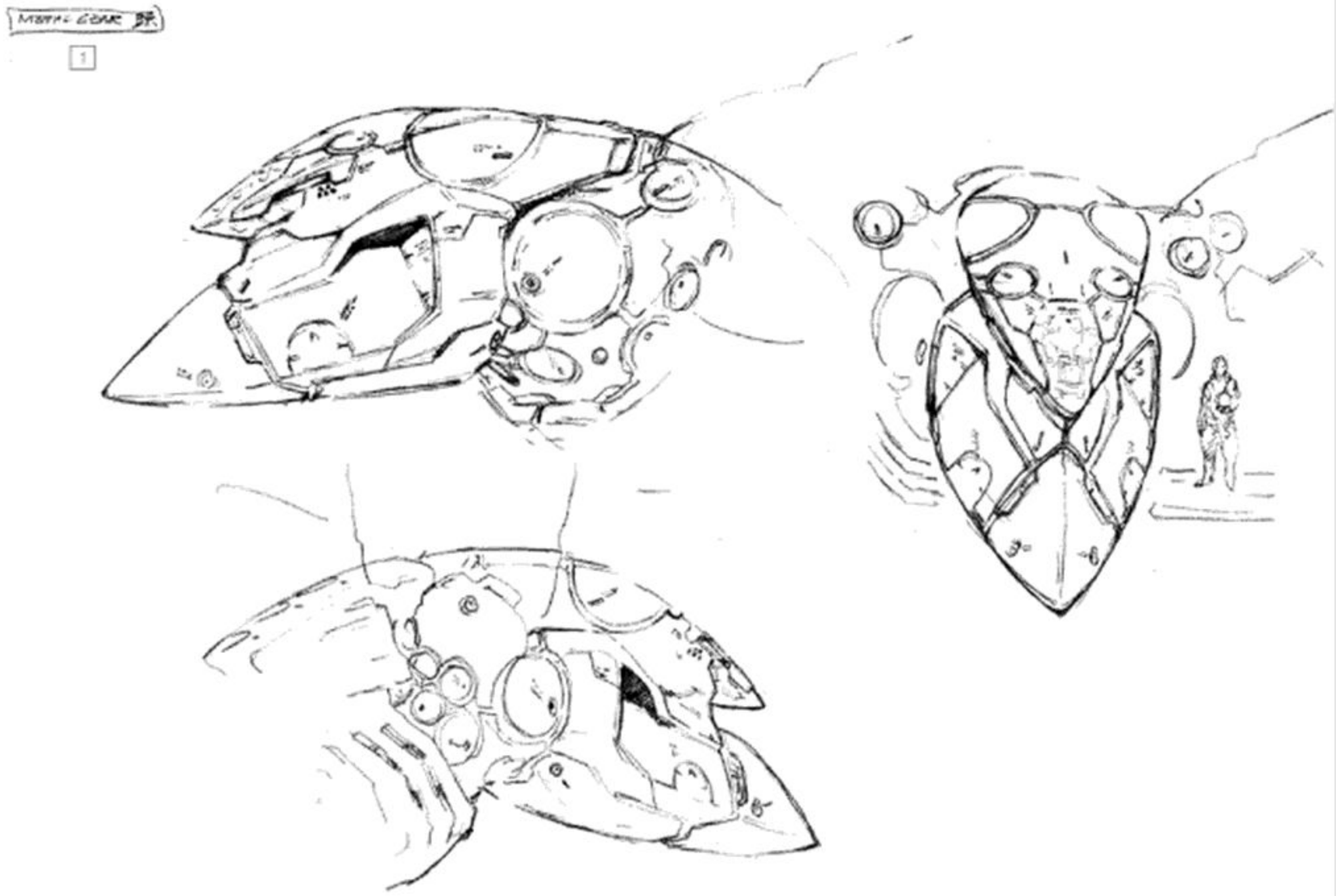


A 1. Linear rifle
2. Muzzle
There should be hardly any gap between each rail.
3. Glass is orange
4. Has a bolt knob
5. When firing, the rail goes about this much forward. Using special effects, it will shine whitish-blue, discharge electricity, and recoil.
6. Flattened corners
7. Mount is like this
8. Battery box
9. Magazine

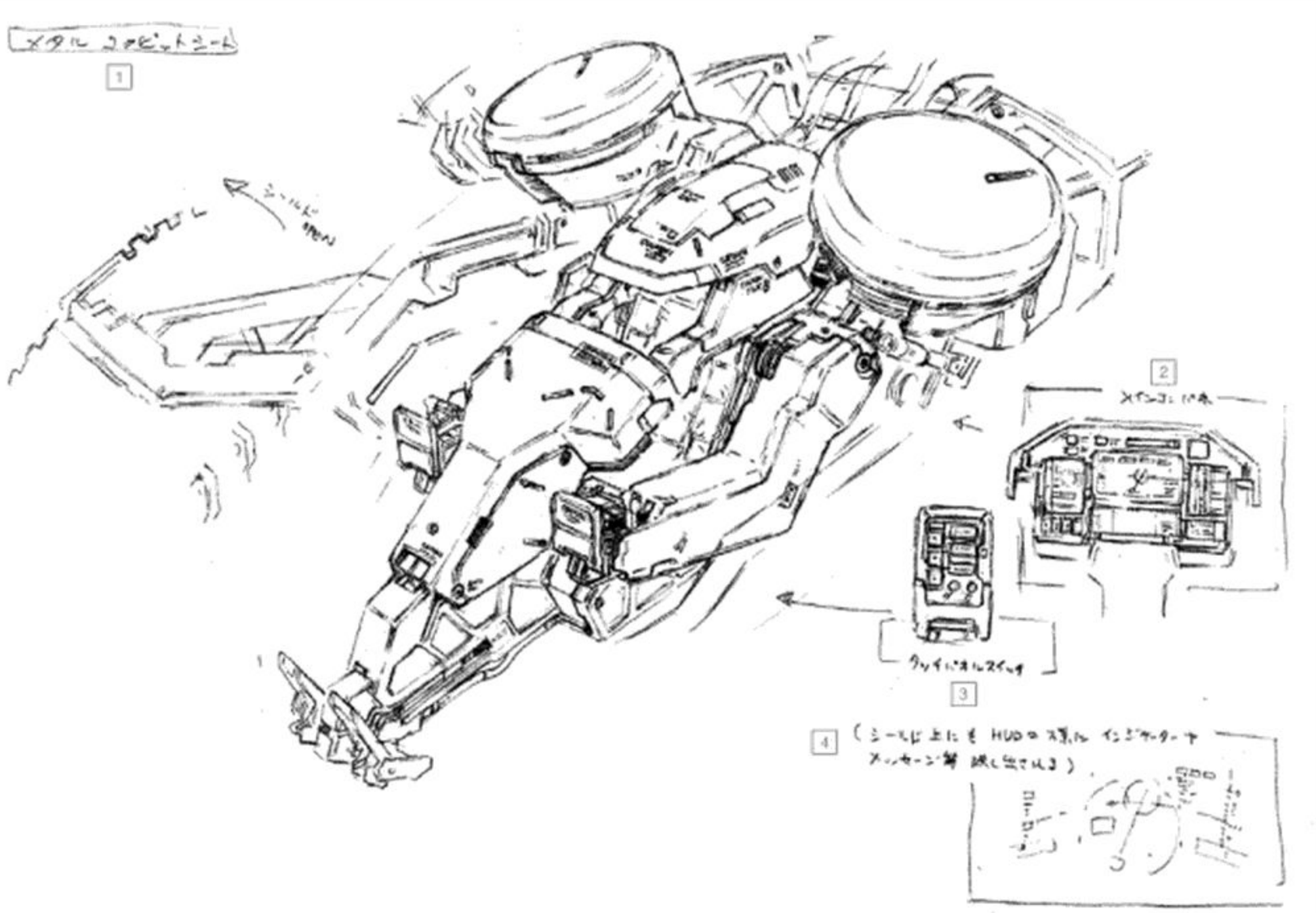
B 1. Metal Gear RAY rear

Матеріал, захищений авторським правом

A



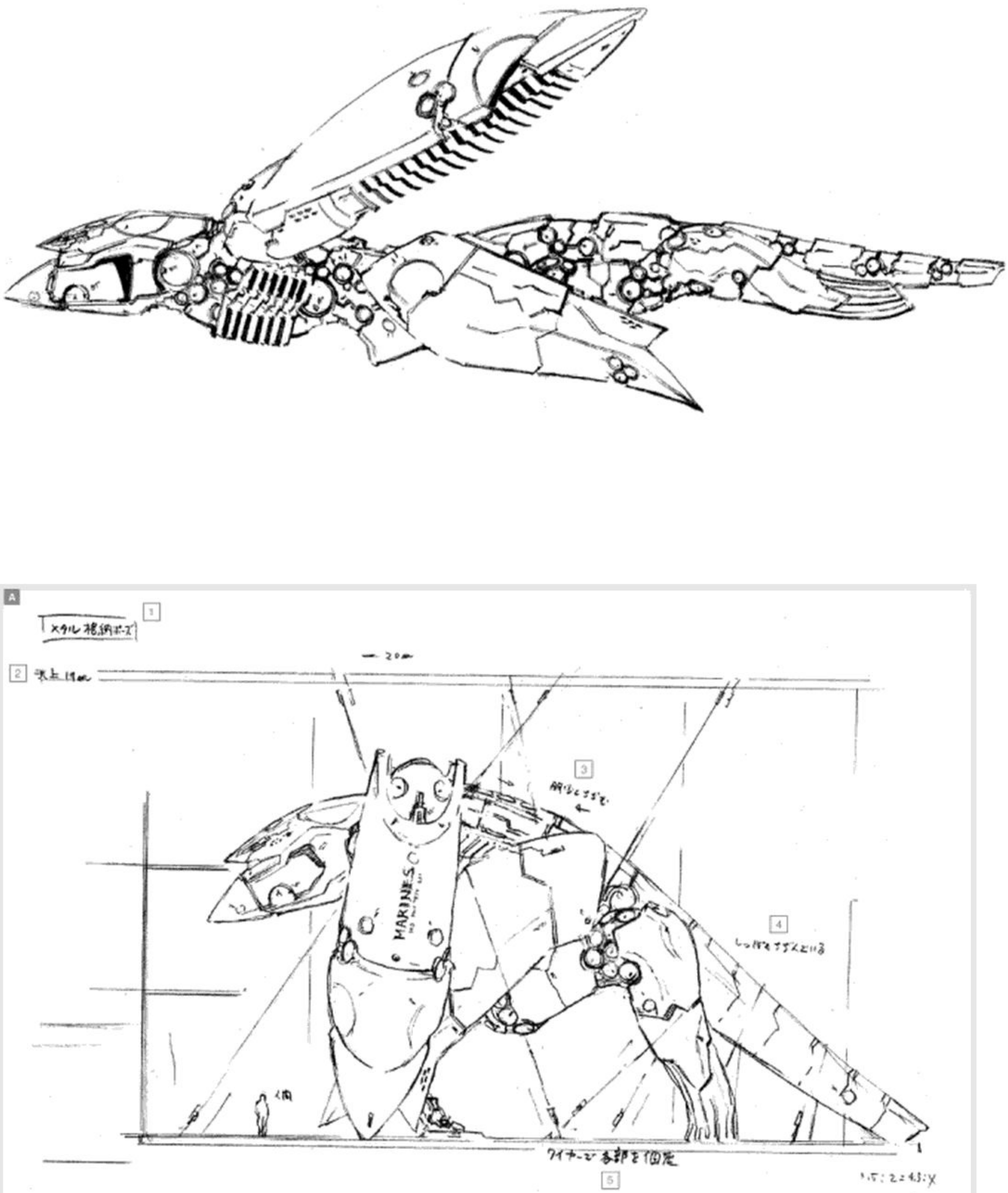
B



A 1. Metal Gear head

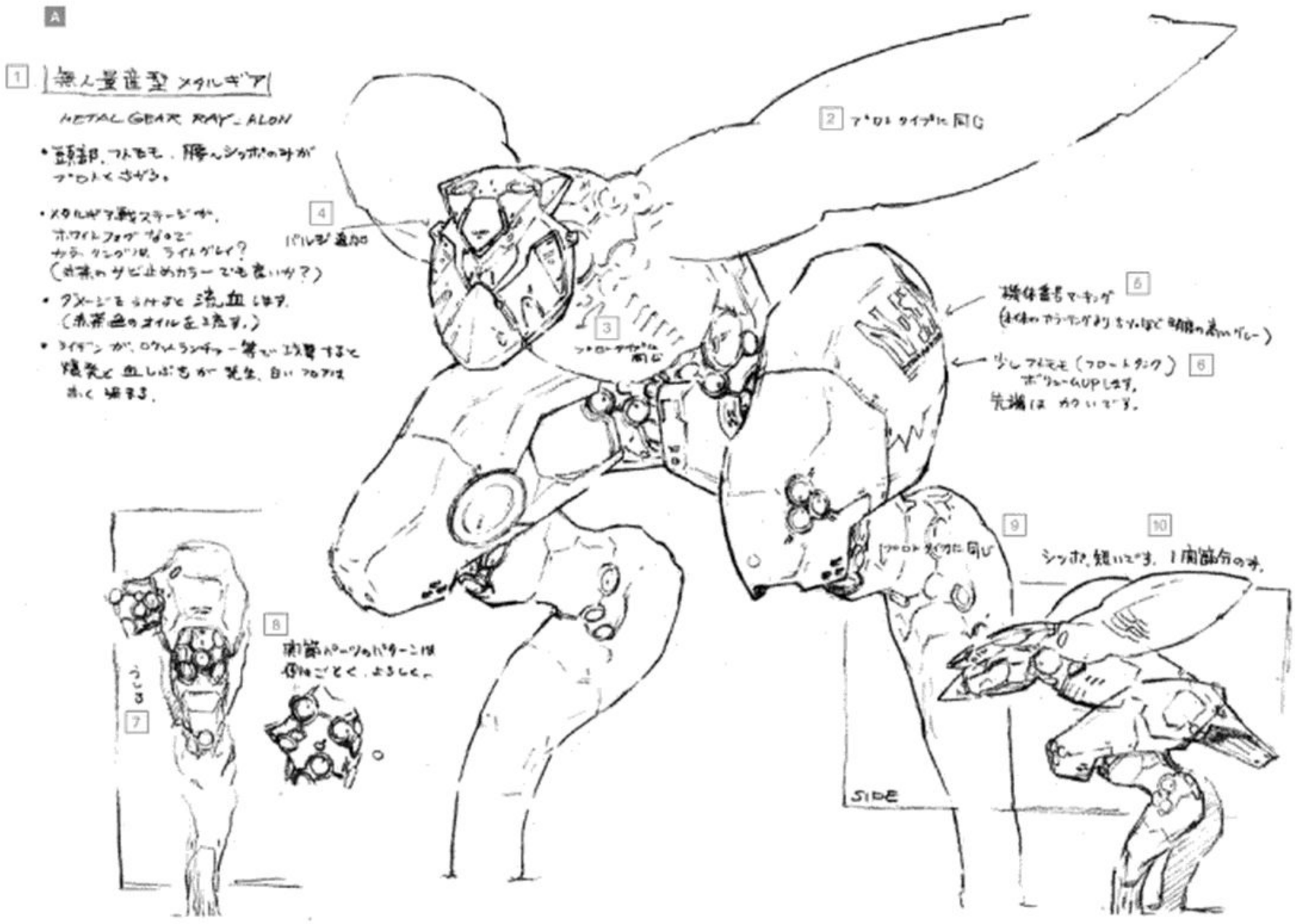
B 1. Metal Gear cockpit seat
2. Main control panel
3. Touch panel switches
4. Indicators, messages, etc., are projected onto the shield as well, like a HUD.

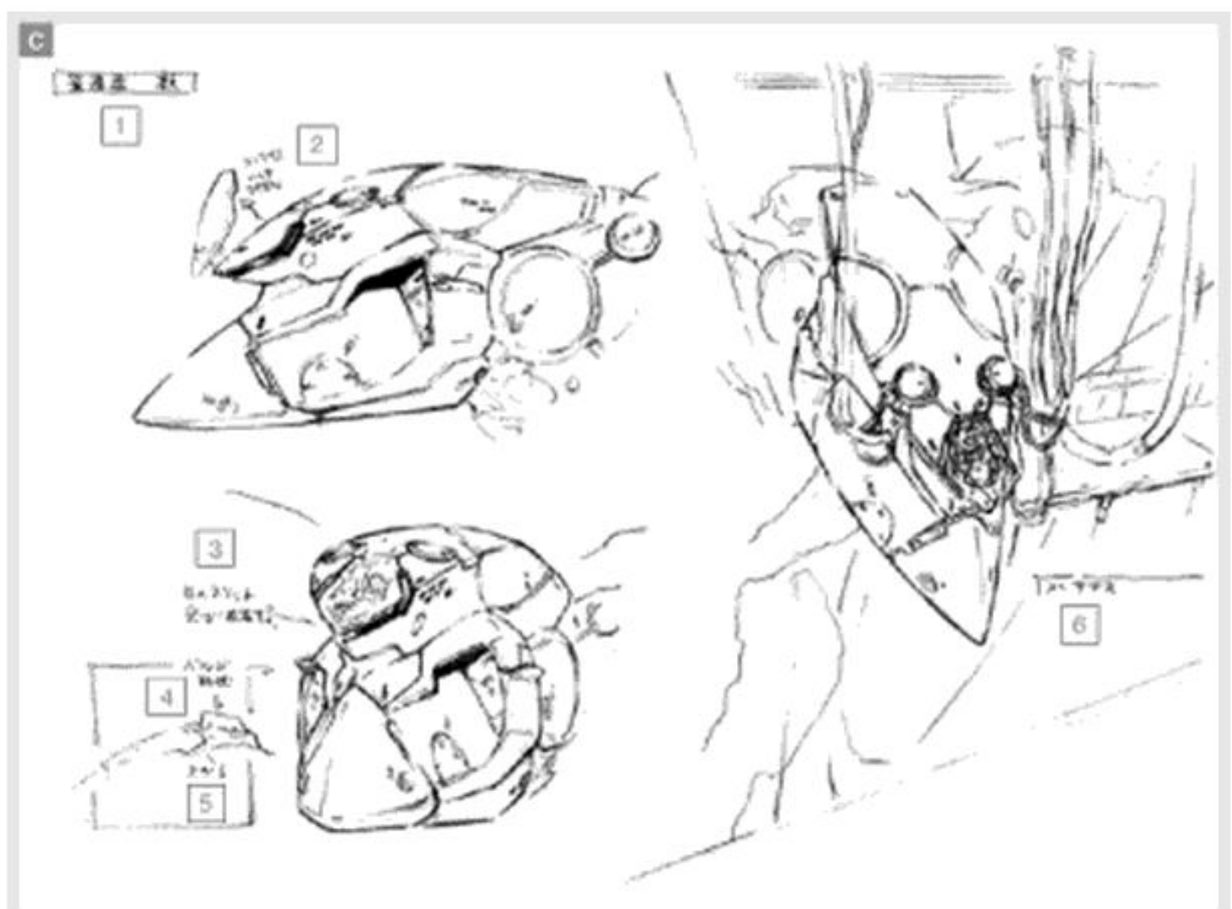
Матеріал, захищений авторським правом



A 1. Metal Gear in storage pose
2. Ceiling 19 m
3. Torso slightly contracted
4. Tail also contracted
5. All parts fixed in place by wires

Матеріал, захищений авторським правом





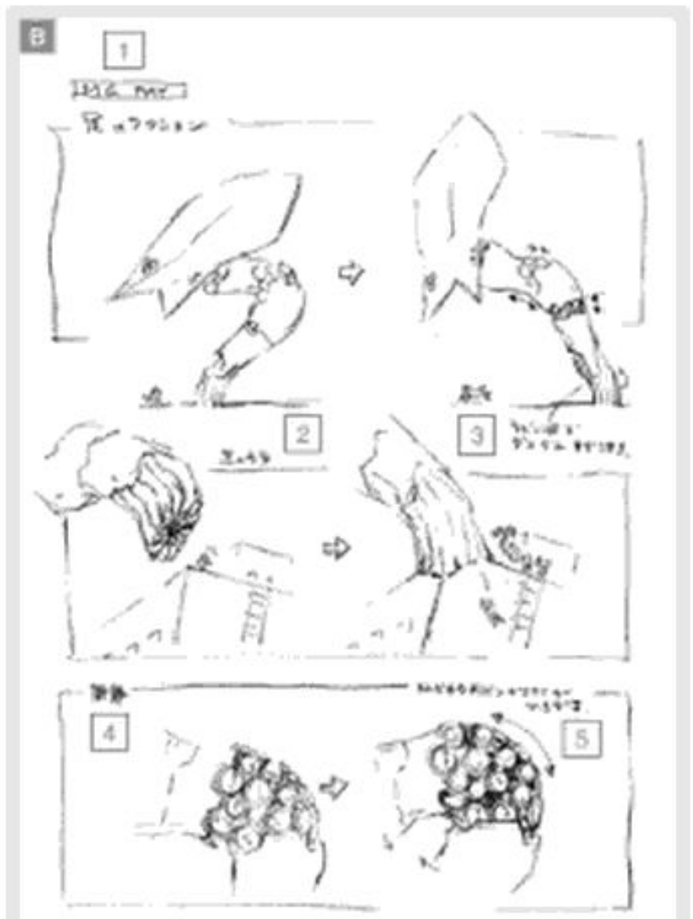
A 1. Unmanned mass-production model Metal Gear
Metal Gear RAY-ALON
- Only the head, thighs, waist, and tail are different from the prototype.
- During the Metal Gear boss fight stage, there's a white fog, so their coloring will be light gray? Or would a reddish-brown rustproofing color be good too?
- They bleed when they take damage (it leaks reddish-brown oil).
- When Raiden attacks them with the rocket launcher, it causes an explosion and a spray of blood, making red stains on the white floor.

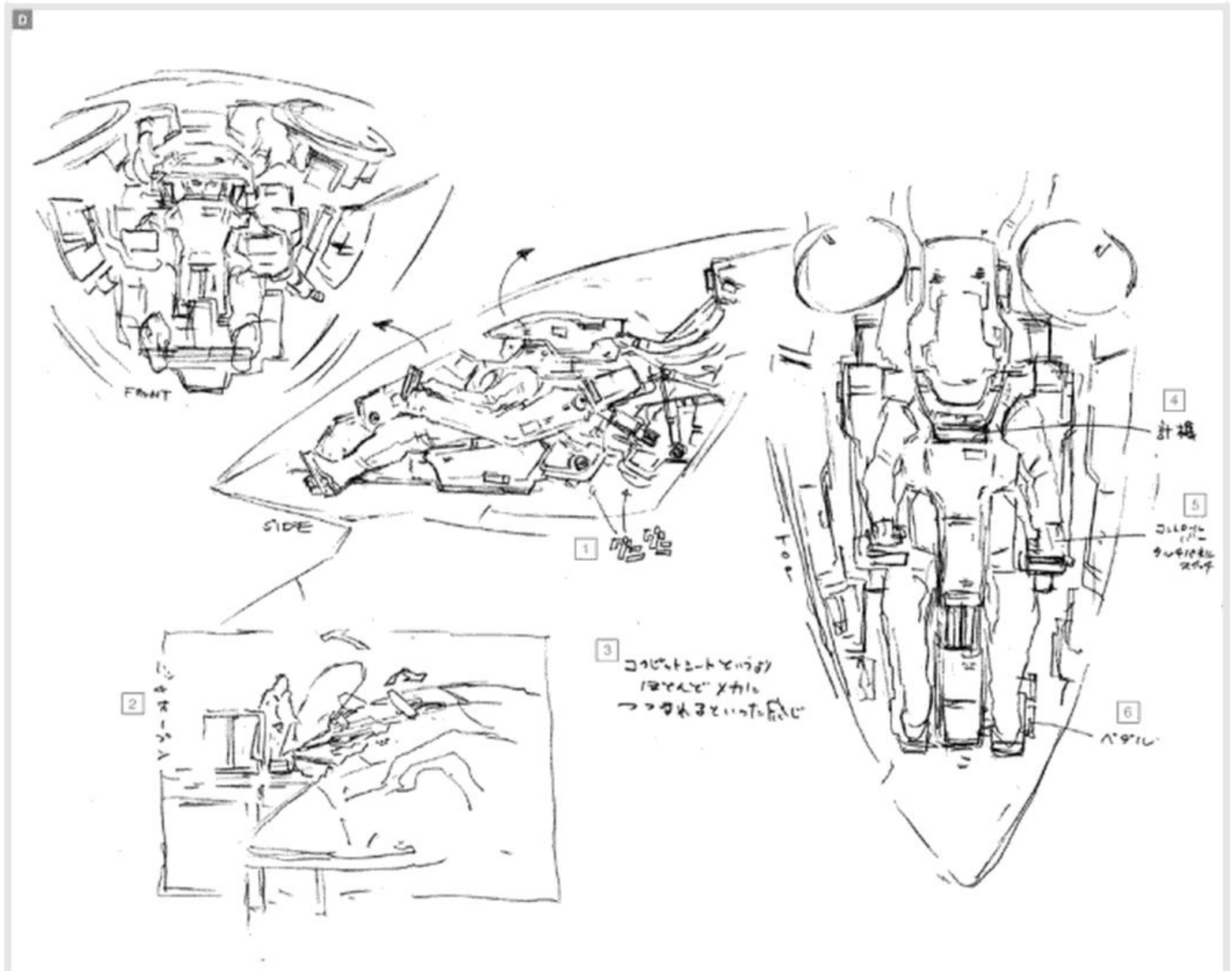
2. Same as the prototype
3. Same as the prototype
4. Added bulge
5. Model number markings. (A 5% brighter gray than the coloring of the main body)
6. The thighs (float tanks) have slightly more volume. The ends are angular.
7. Rear
8. The pattern of the joint parts should be processed as usual. Please and thank you.
9. Same as the prototype
10. The tail is short—only one joint.

B 1. Metal Gear mass-production model—rear

C 1. Mass-production model—face
2. Maintenance hatch open
3. Eye slit. Light goes left and right.
4. Bulge shape
5. Seen from above
6. Maintenance

Матеріал, захищений авторським правом





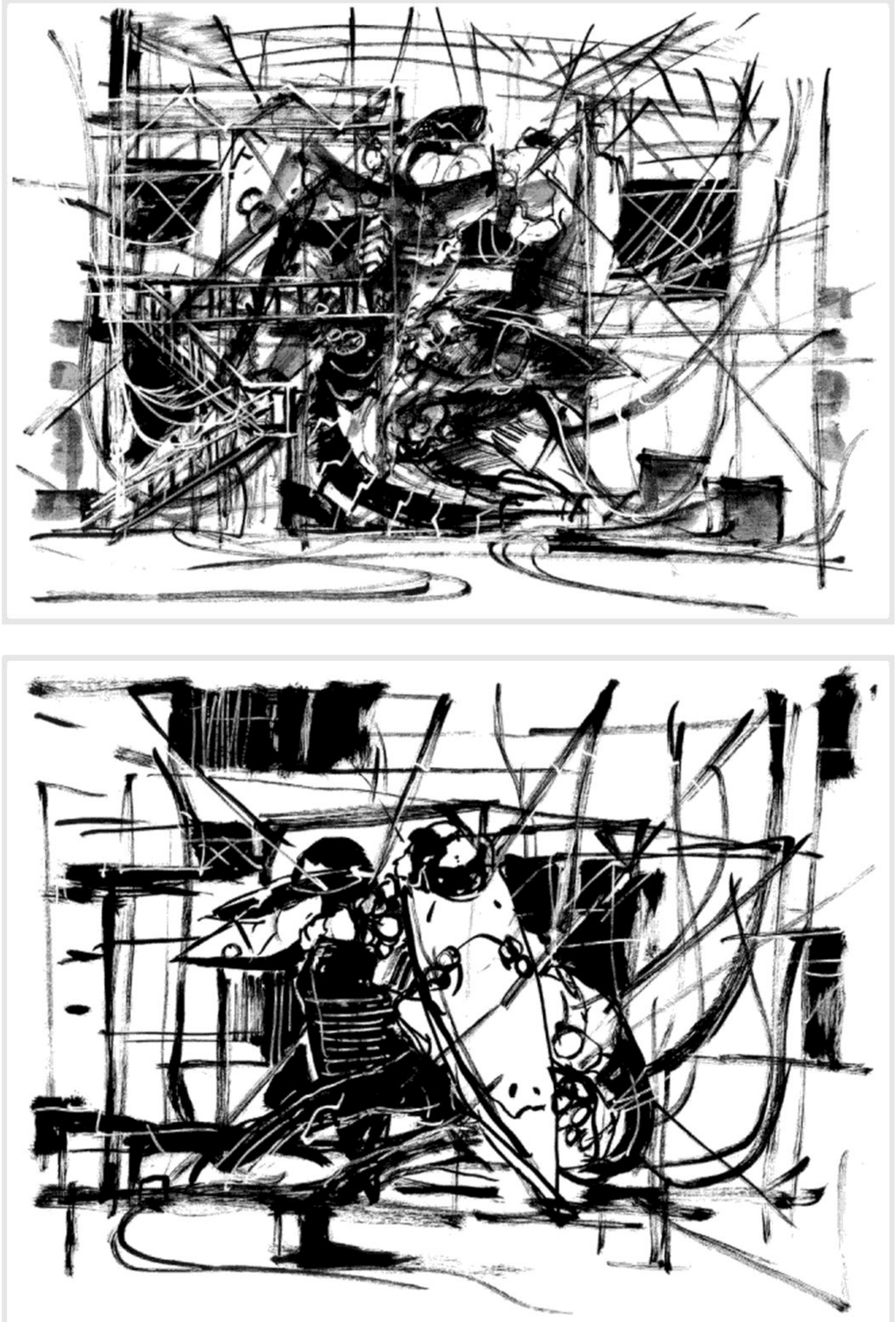
A 1. MG RAY action
2. It can stand upright like a person.
3. Demonic looking . . .
4. Joints
5. The gaps between each of the discs widen.

B 1. Leg action
2. Soles of feet
3. Rubbery, so they can bond by squishing

C 1. Metal Gear action
2. Main stabilizer down
3. Tail extends
4. Creepy

D 1. *"SQUISH SQUISH"*
2. Hatch open
3. The cockpit is so packed with tech that it hardly seems like a cockpit at all.
4. Instrument cluster
5. Control bar, touch panel switches.
6. Pedals

Матеріал, захищений авторським правом



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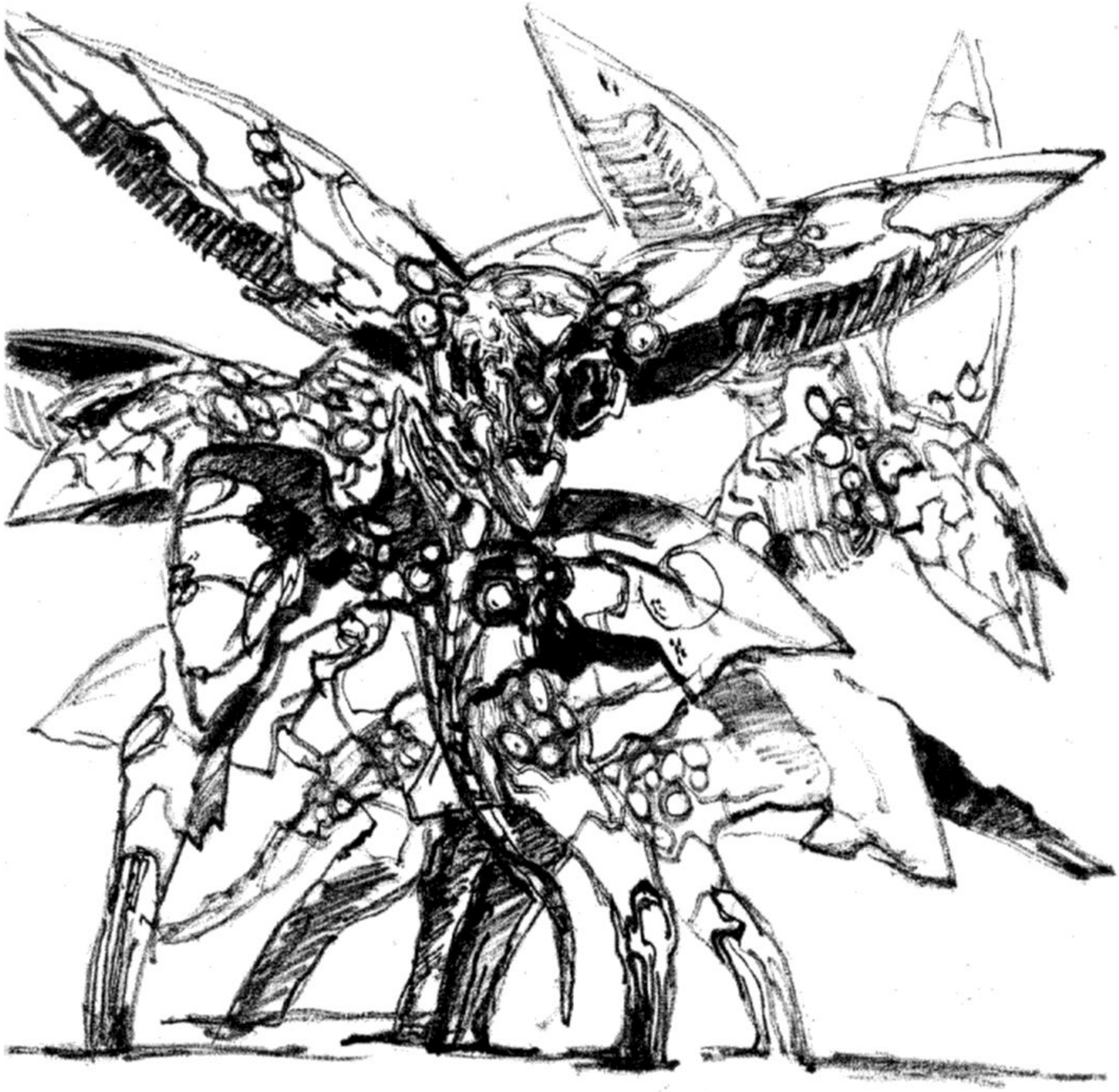
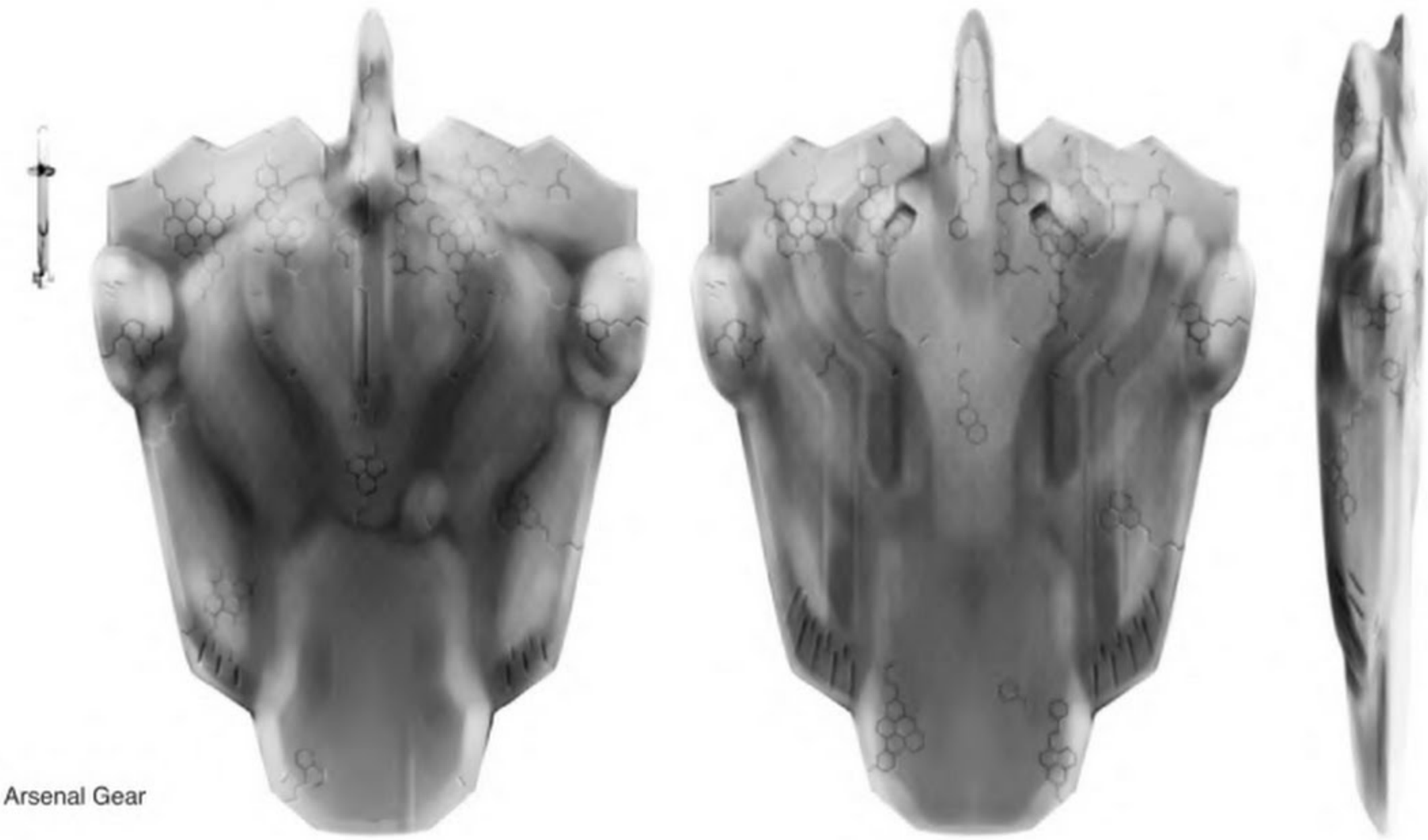


METAL GEAR - RAY

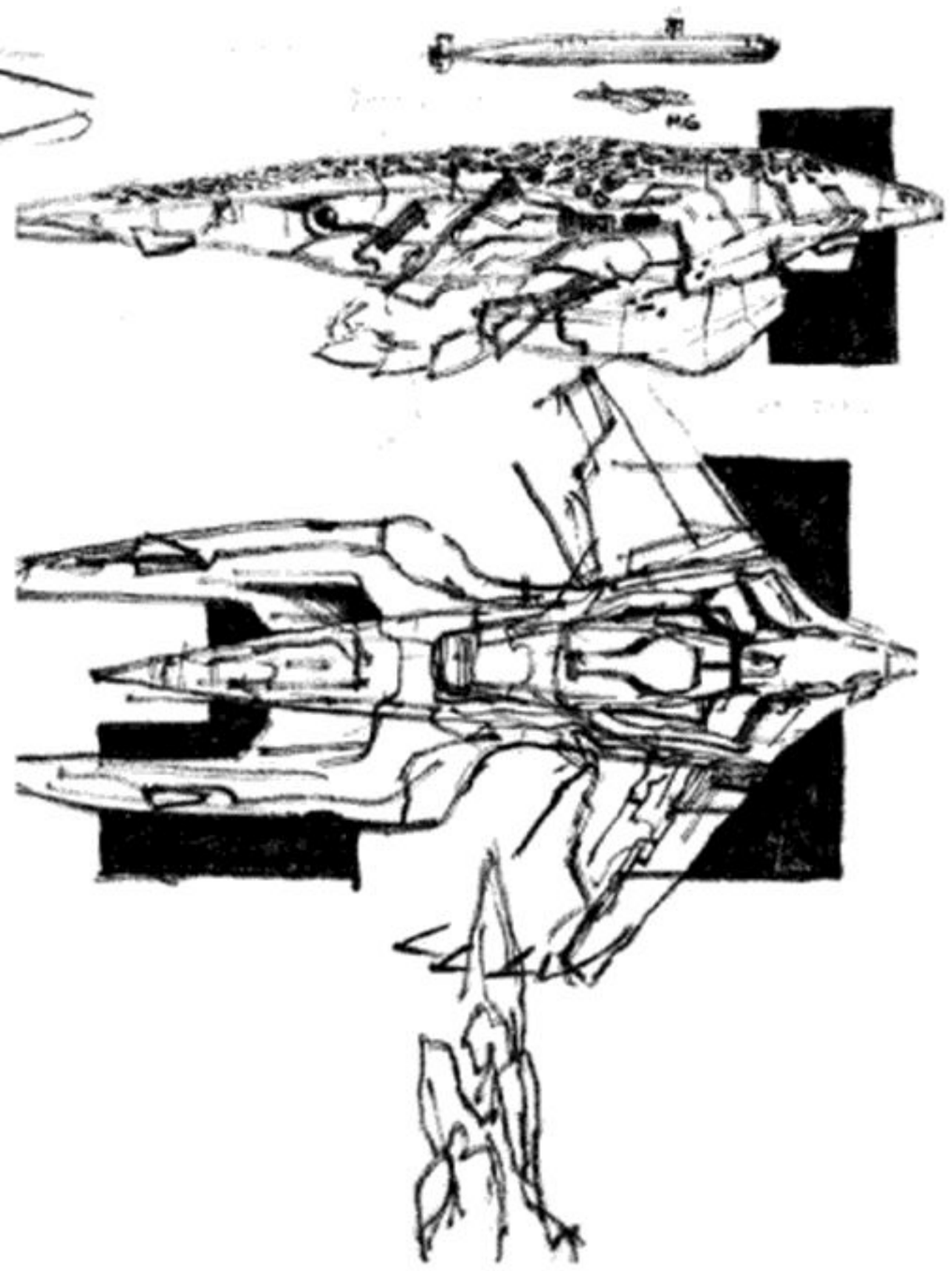
X 3

Матеріал, захищений авторським правом

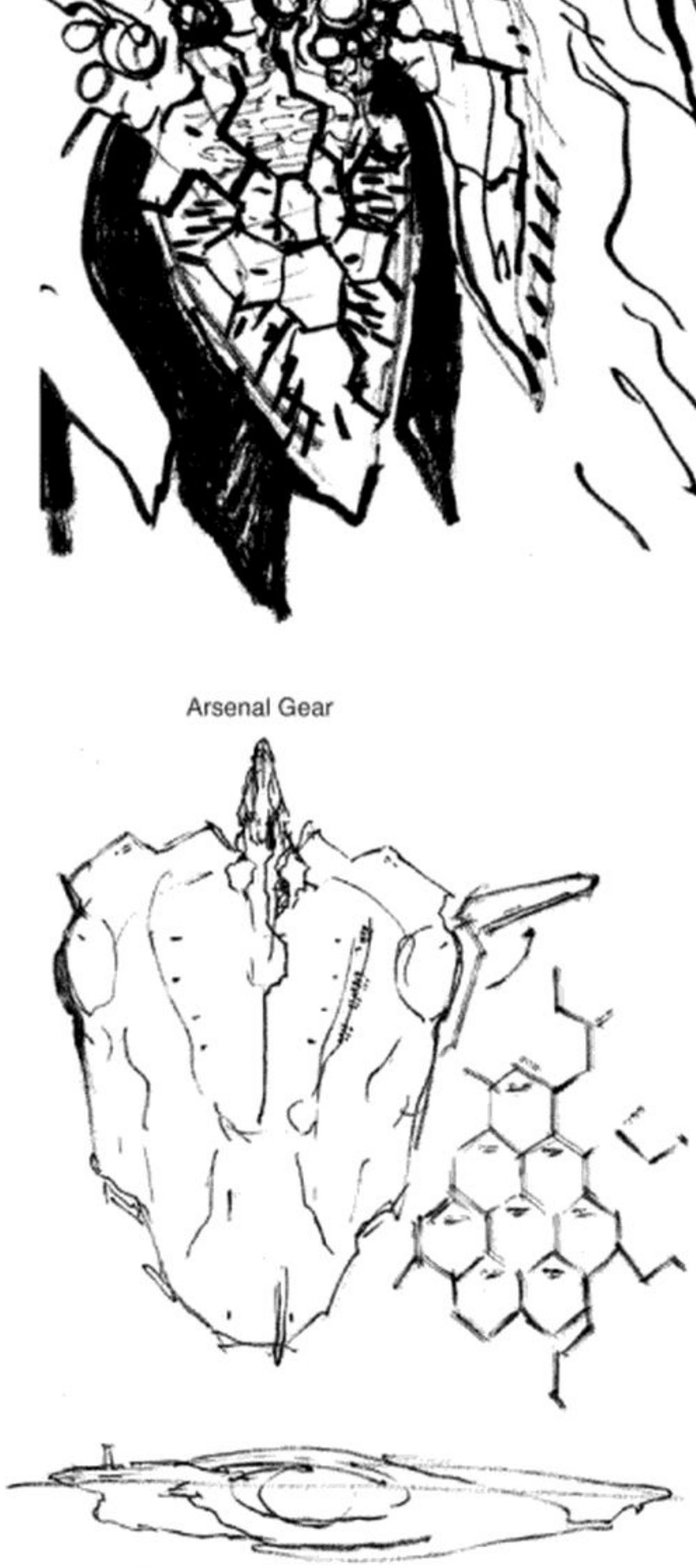


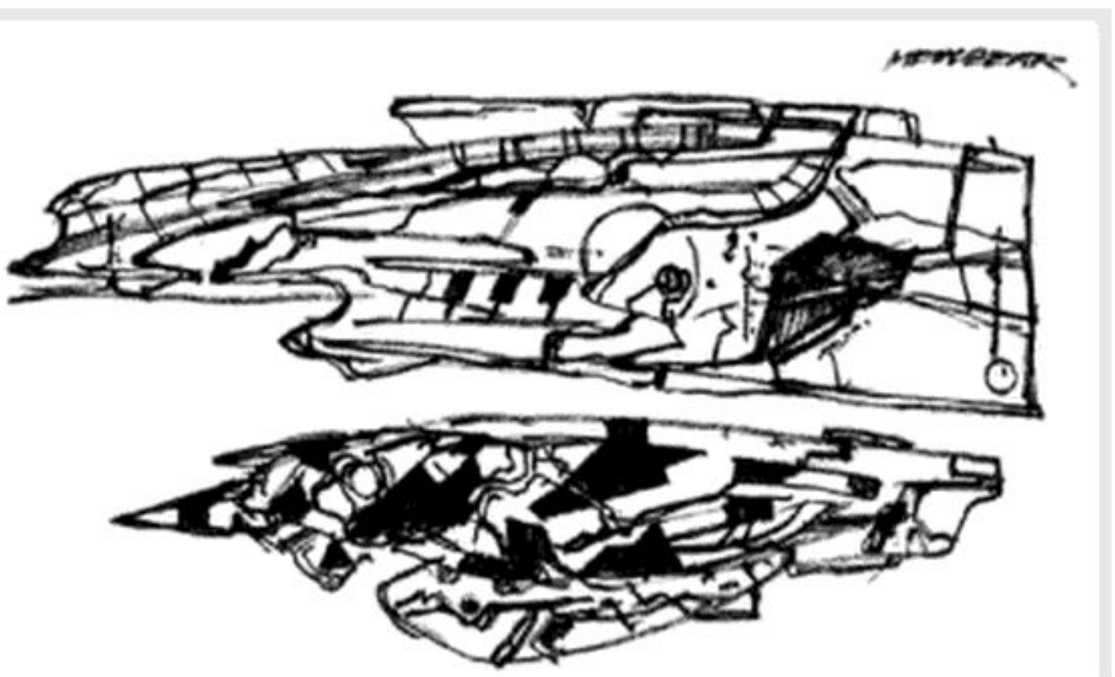
Arsenal Gear

Матеріал, захищений авторським правом



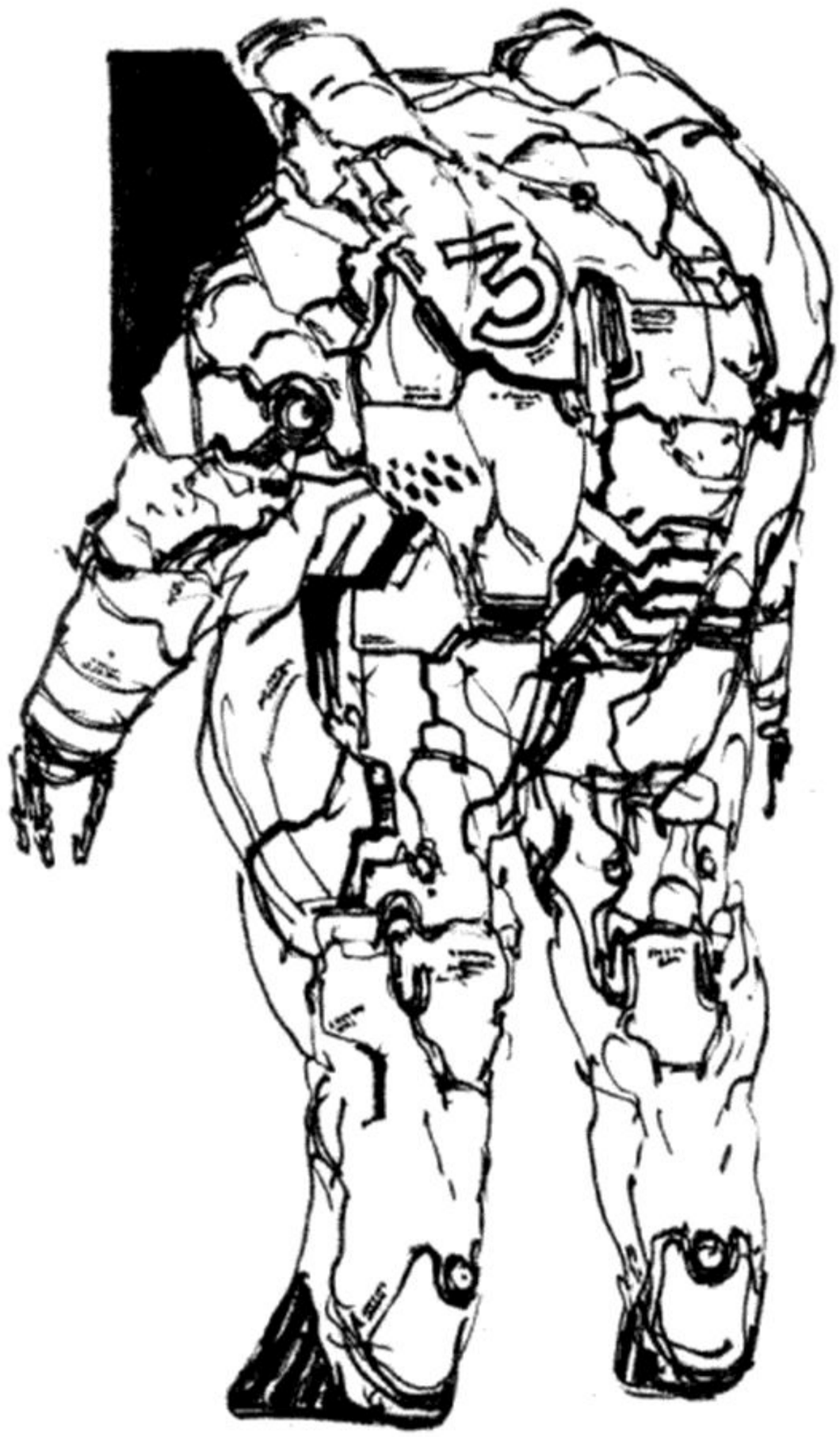
Arsenal Gear





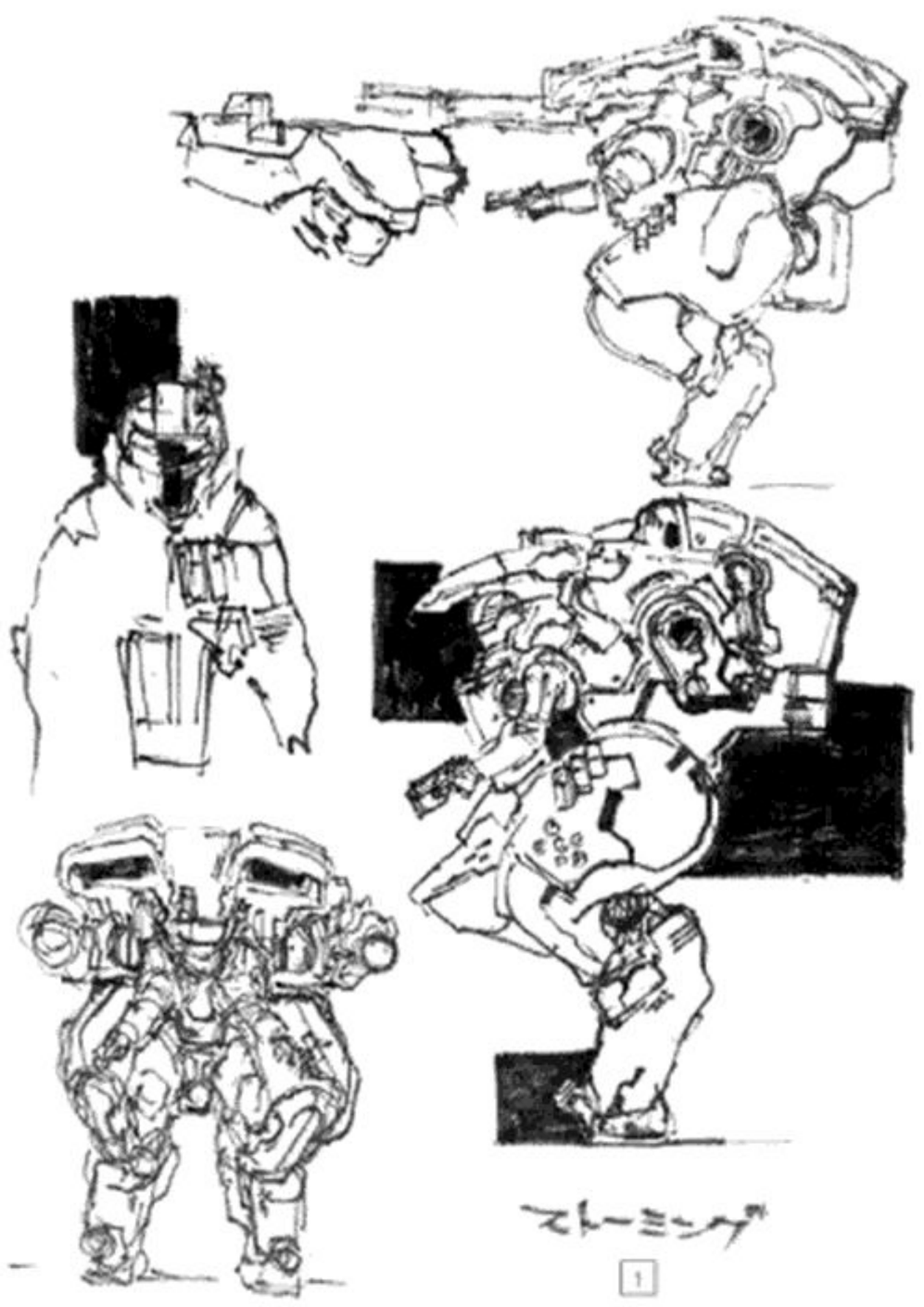
Матеріал, захищений авторським правом

Metal Blade (Unpublished)



A

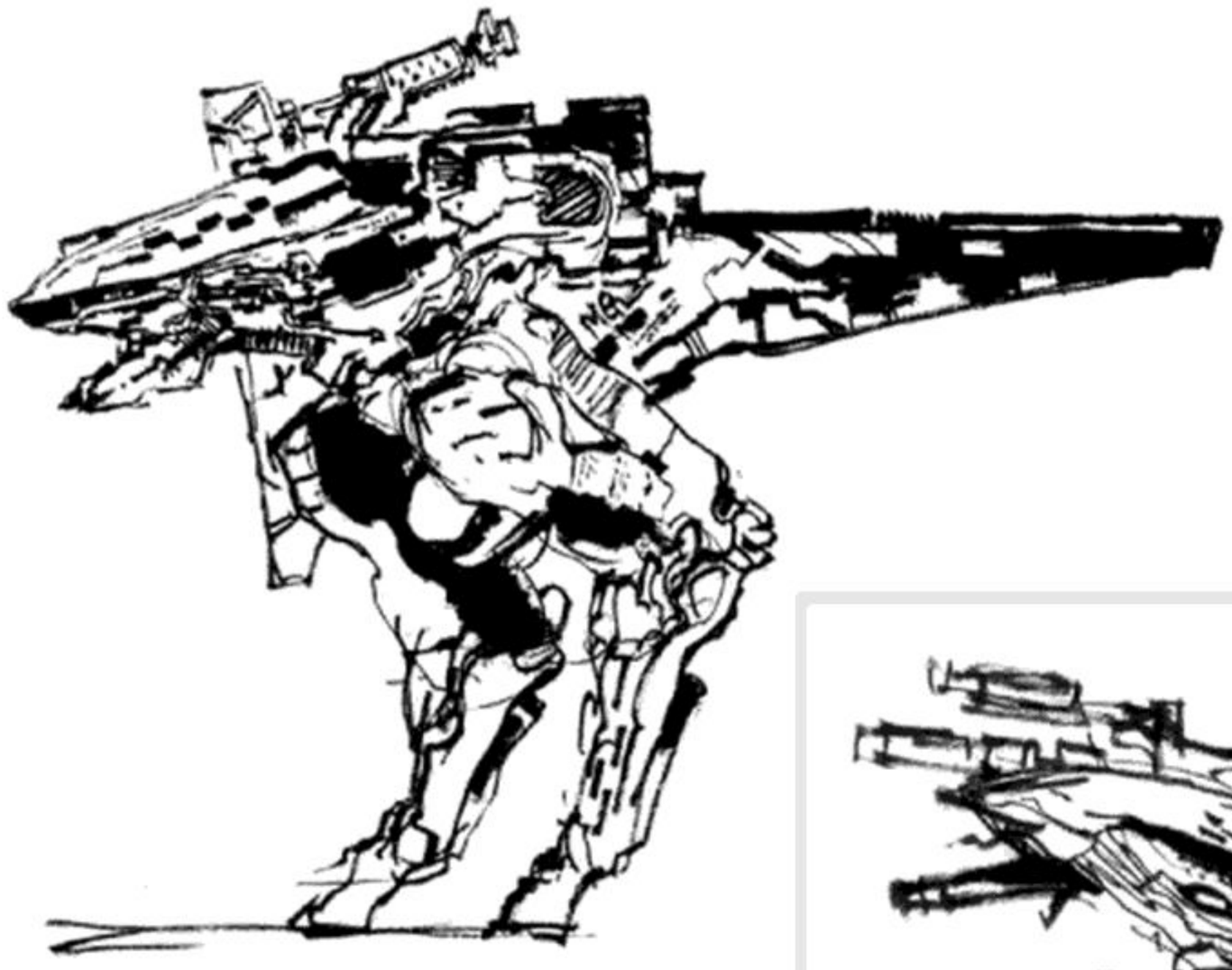
B



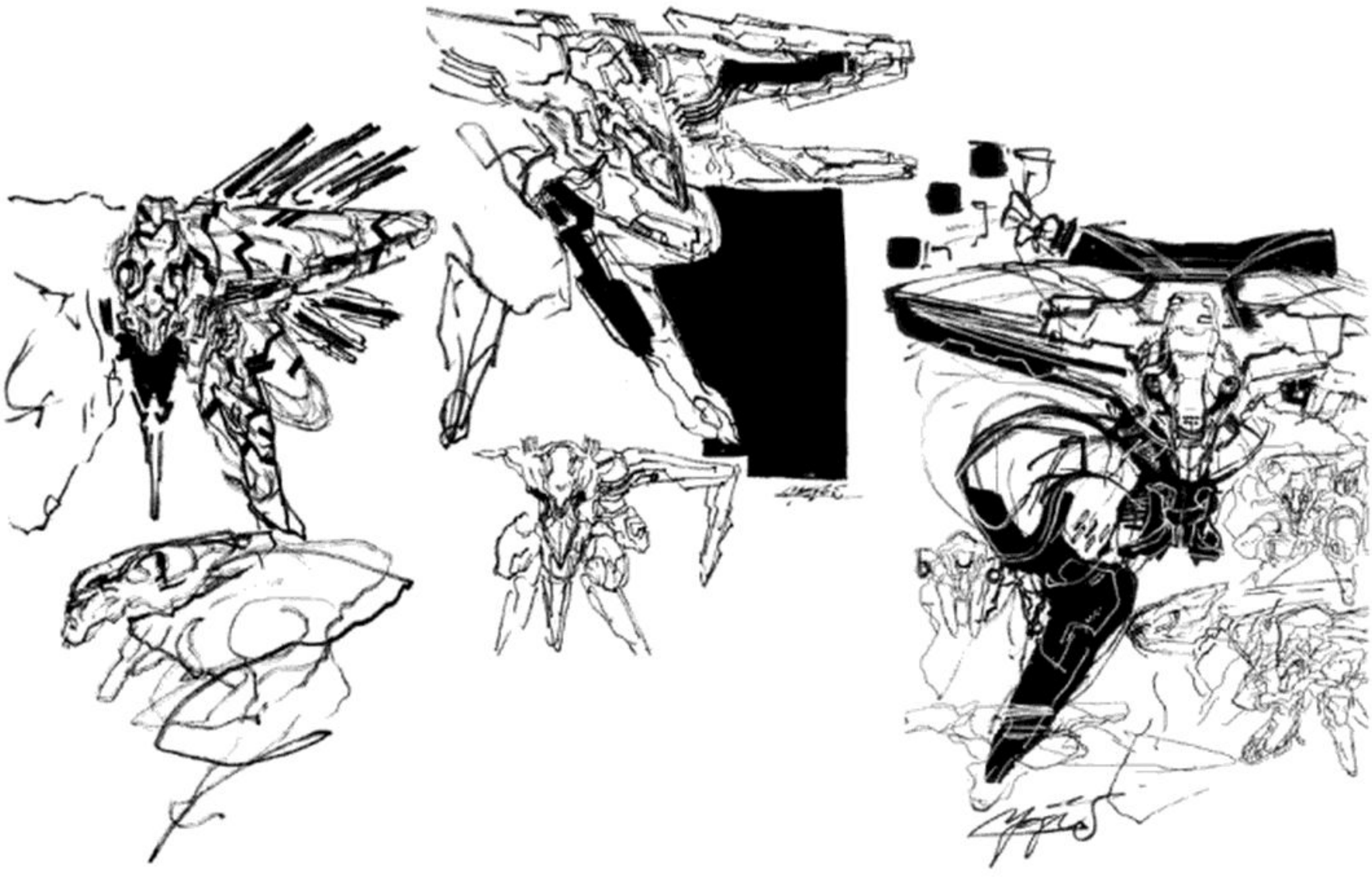
A 1. Metal blade Chiyotenzan
2. Flight option. Compatible with weapon box. Amphibious option is also possible
3. Toki

B 1. Storming

Матеріал, захищений авторським правом



Metal Gear RAY



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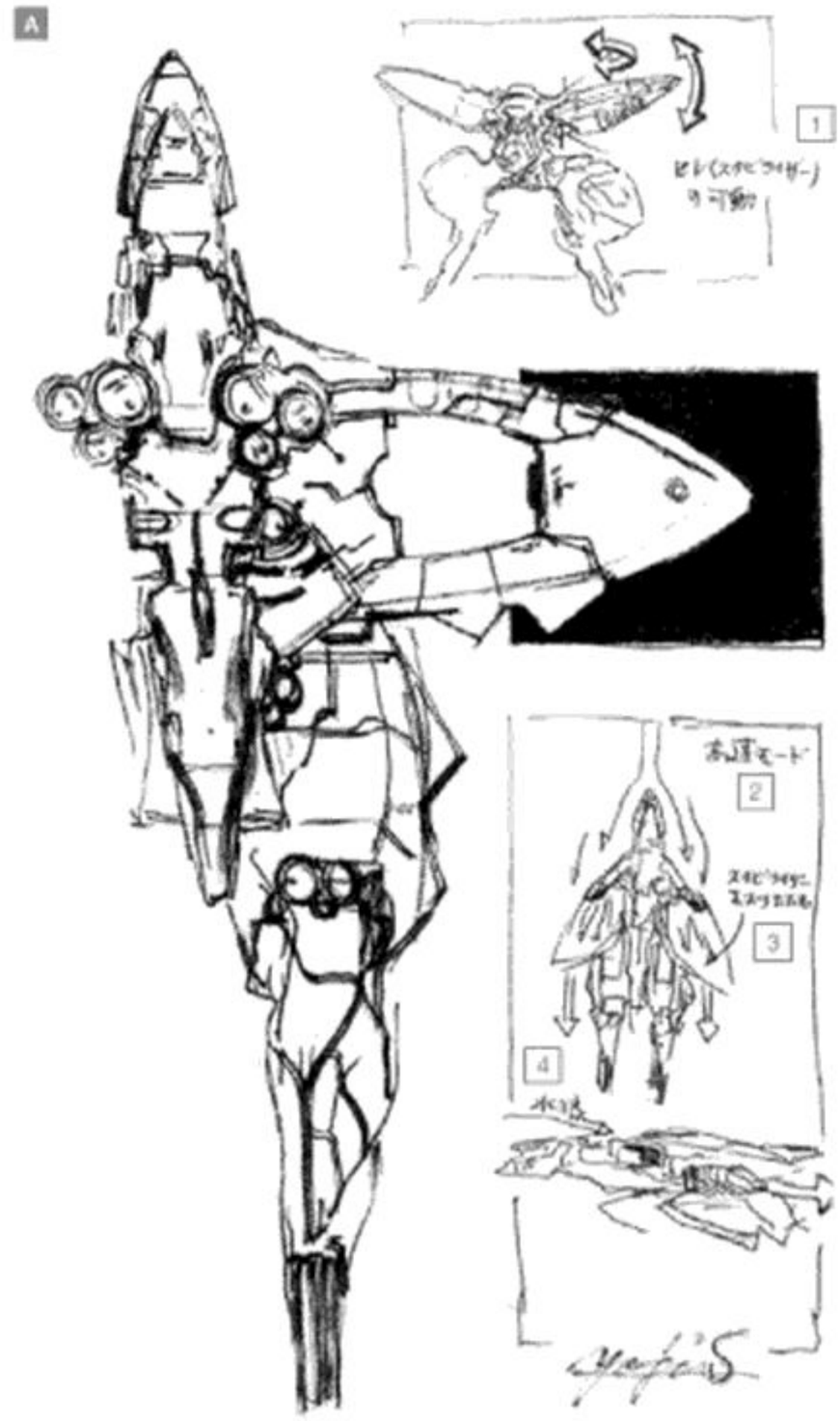
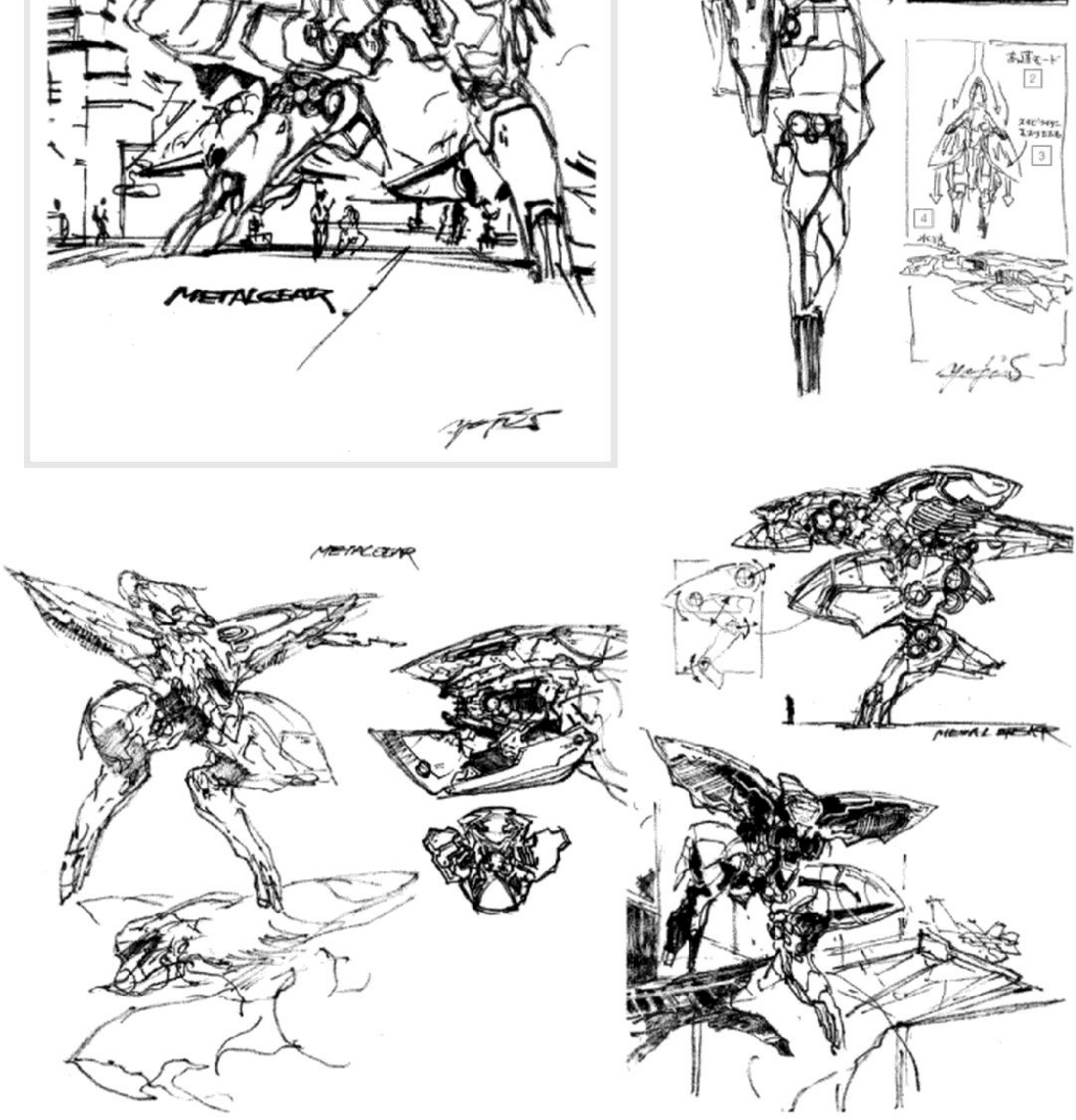
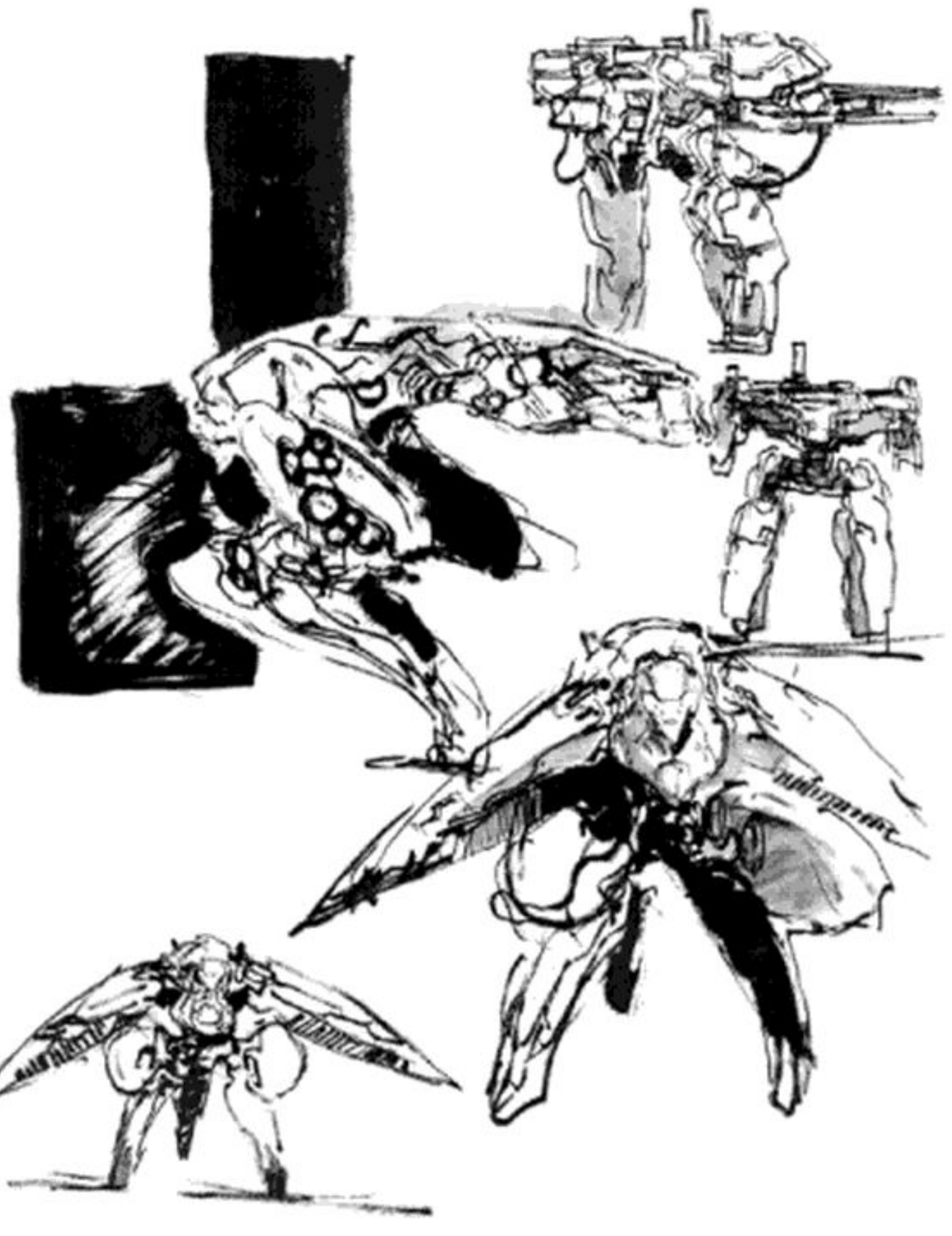
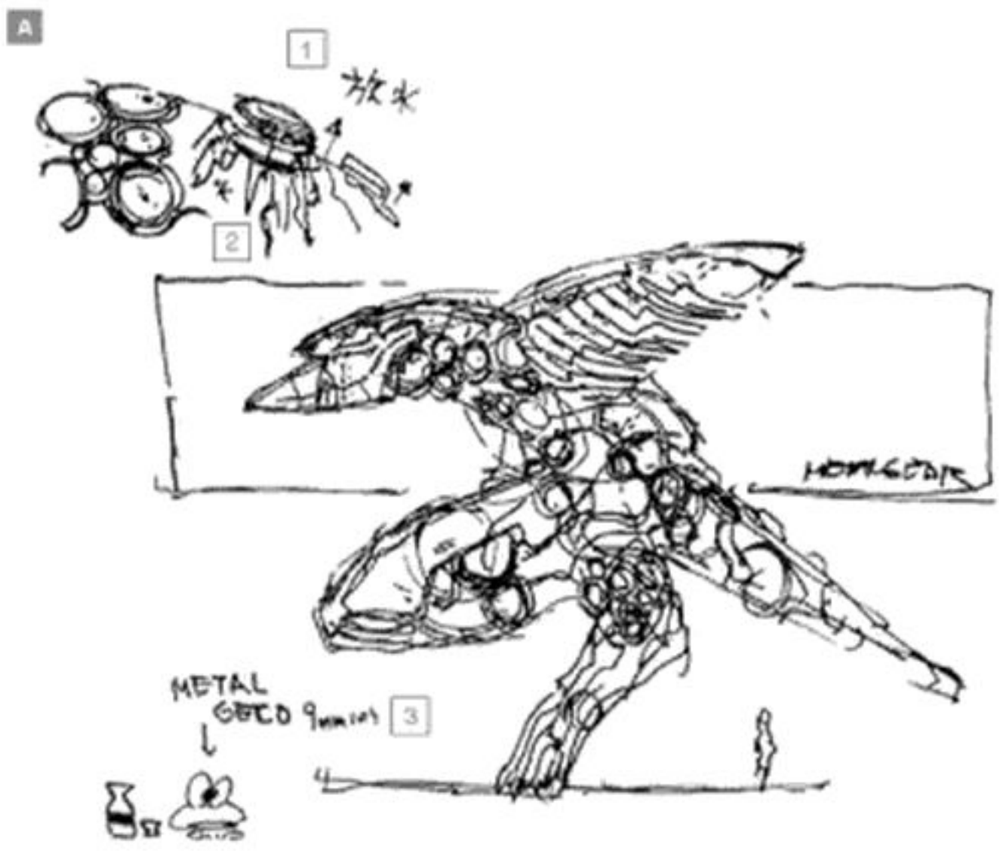


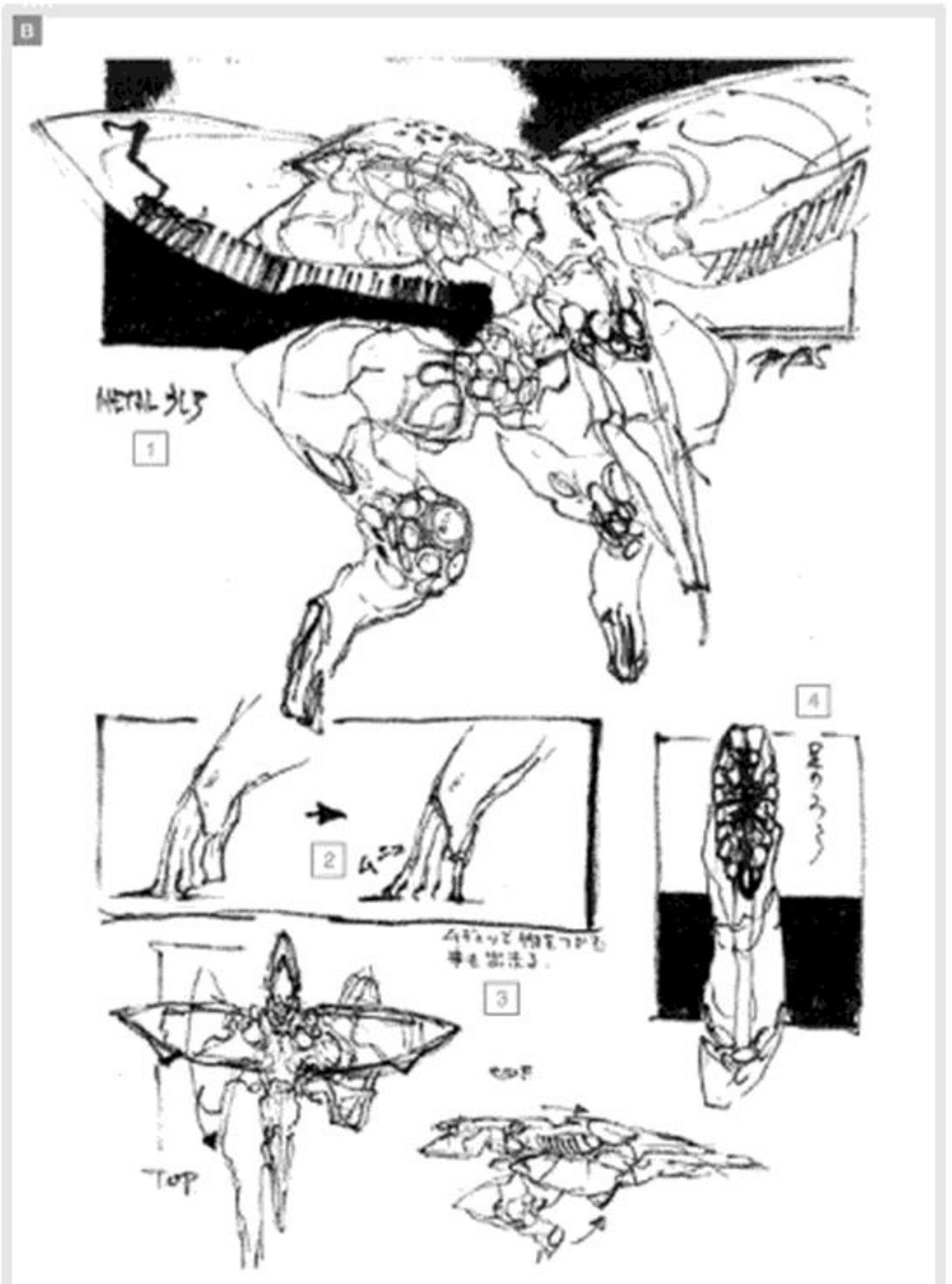


A 1. Articulation of fins (stabilizers)
2. High-speed mode
3. Stabilizers folded back
4. Current

Матеріал, захищений авторським правом



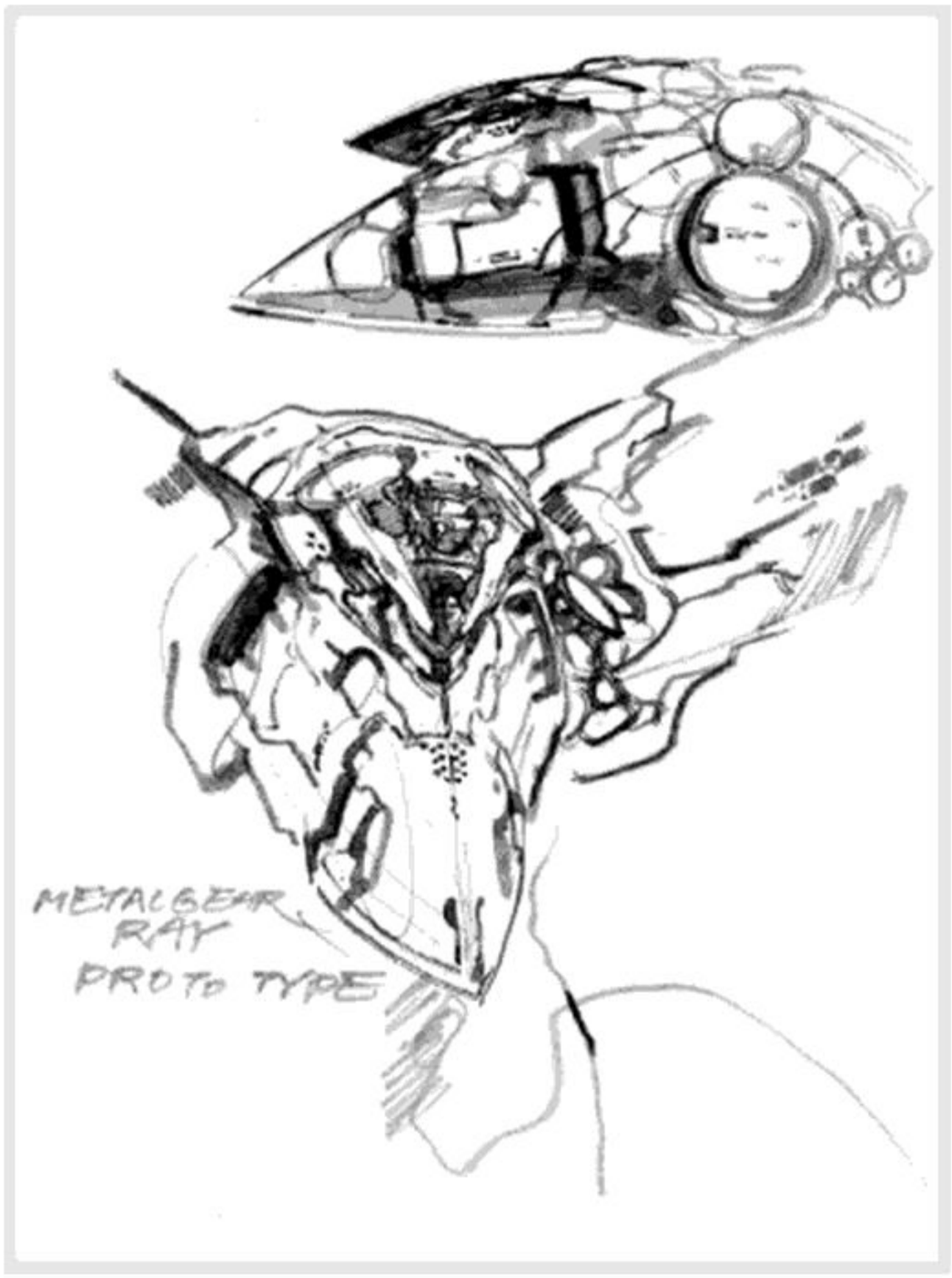


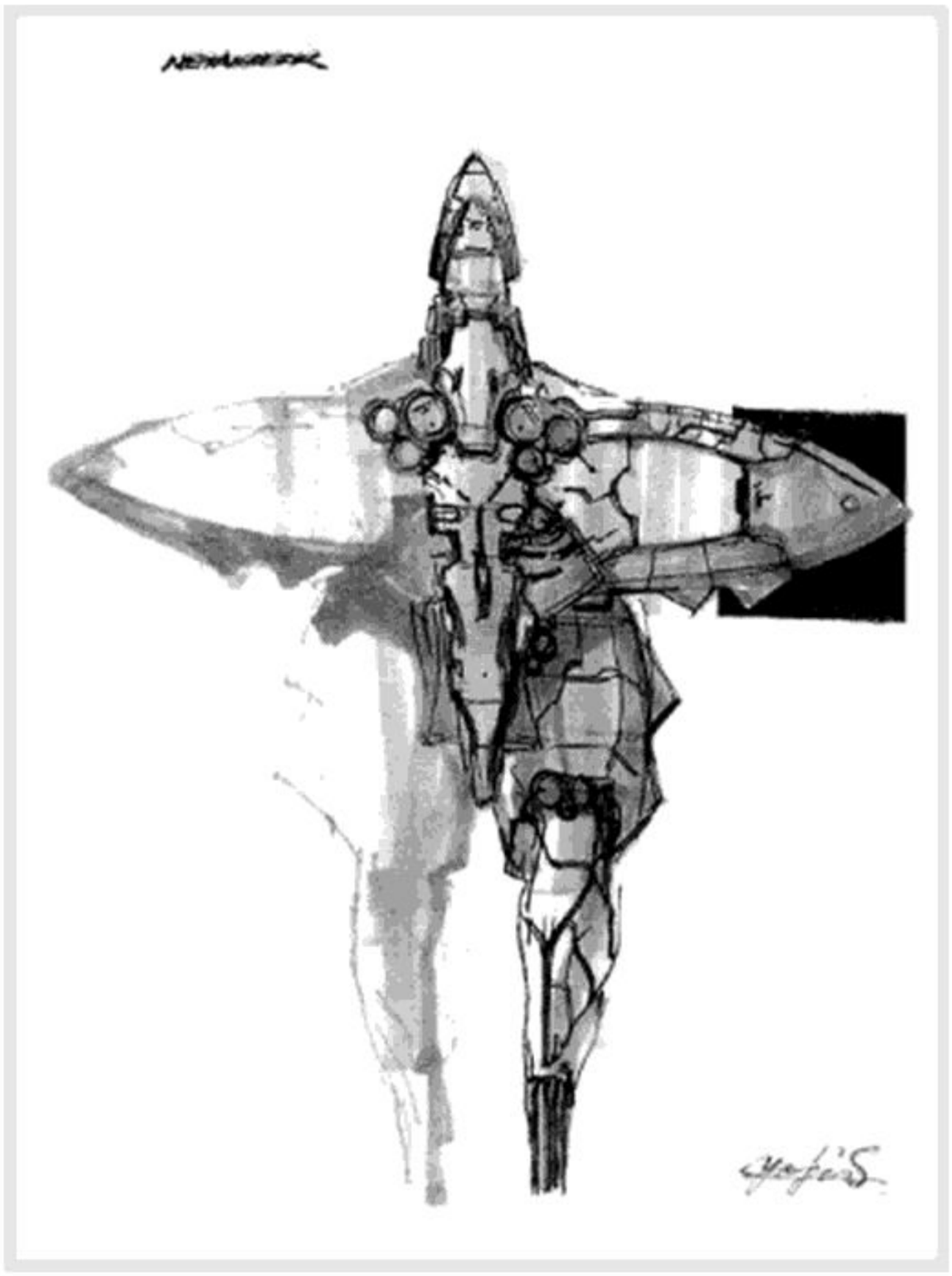


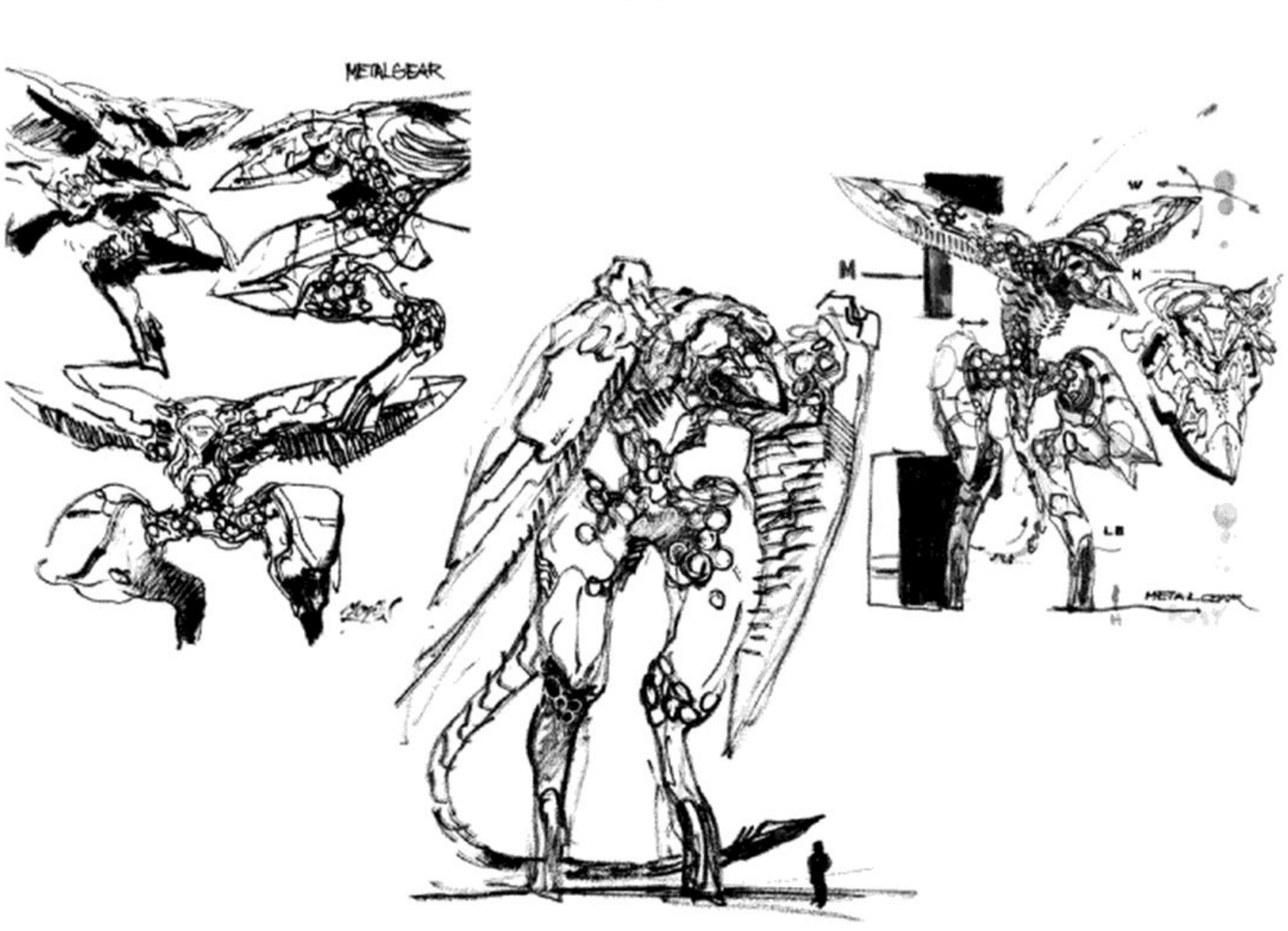
A 1. Water drainage
2. Water
3. Metal Geco 9 mm Parabellum

B 1. Metal rear
2. *"SQUISH"*
3. Can also grip things
4. Sole of foot

Матеріал, захищений авторським правом







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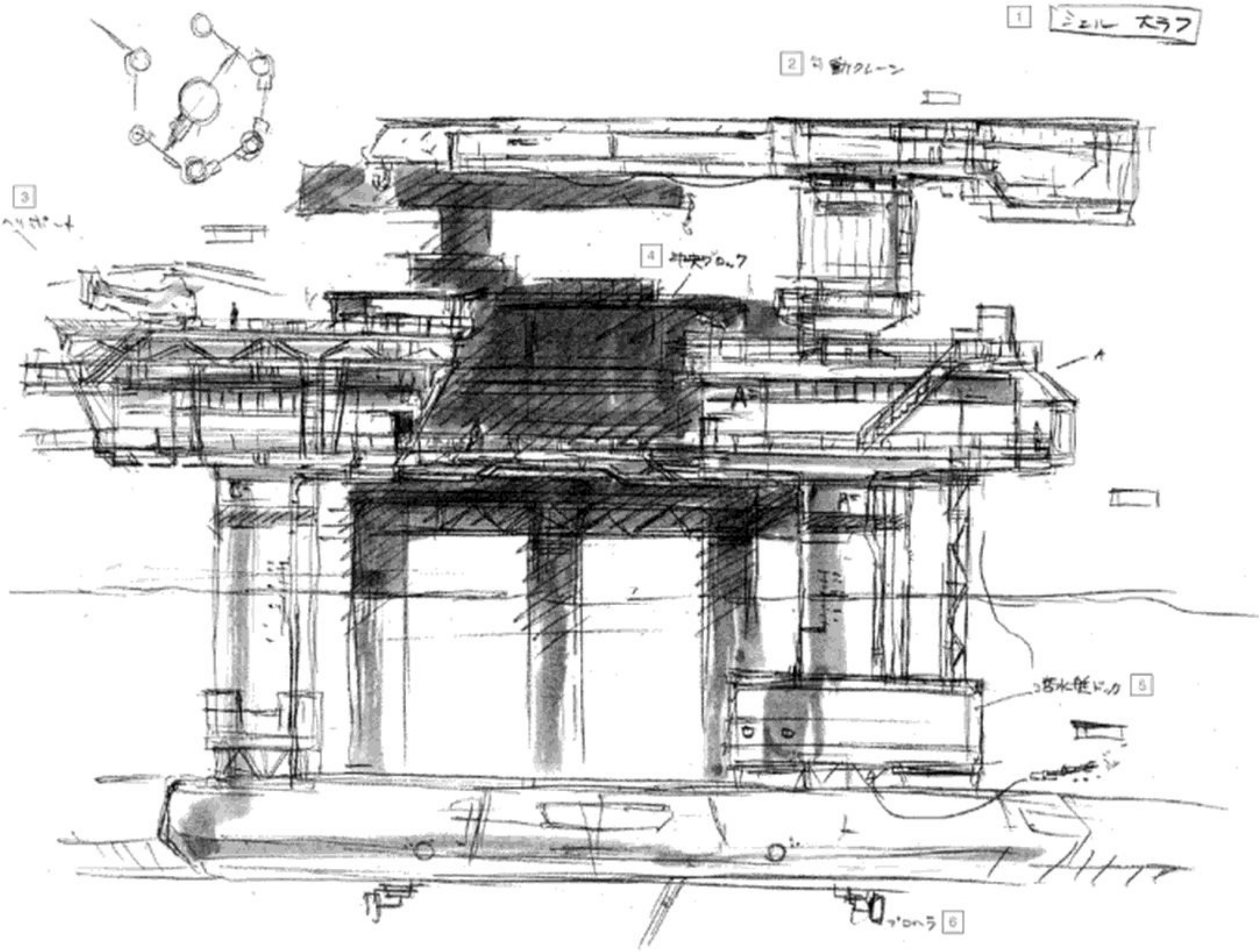

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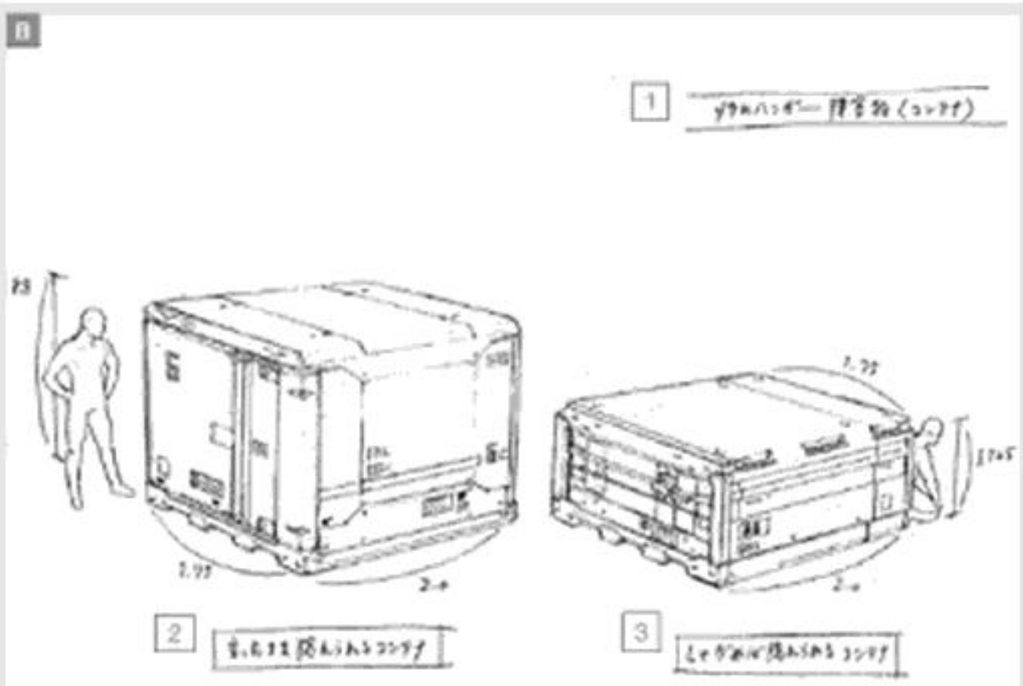

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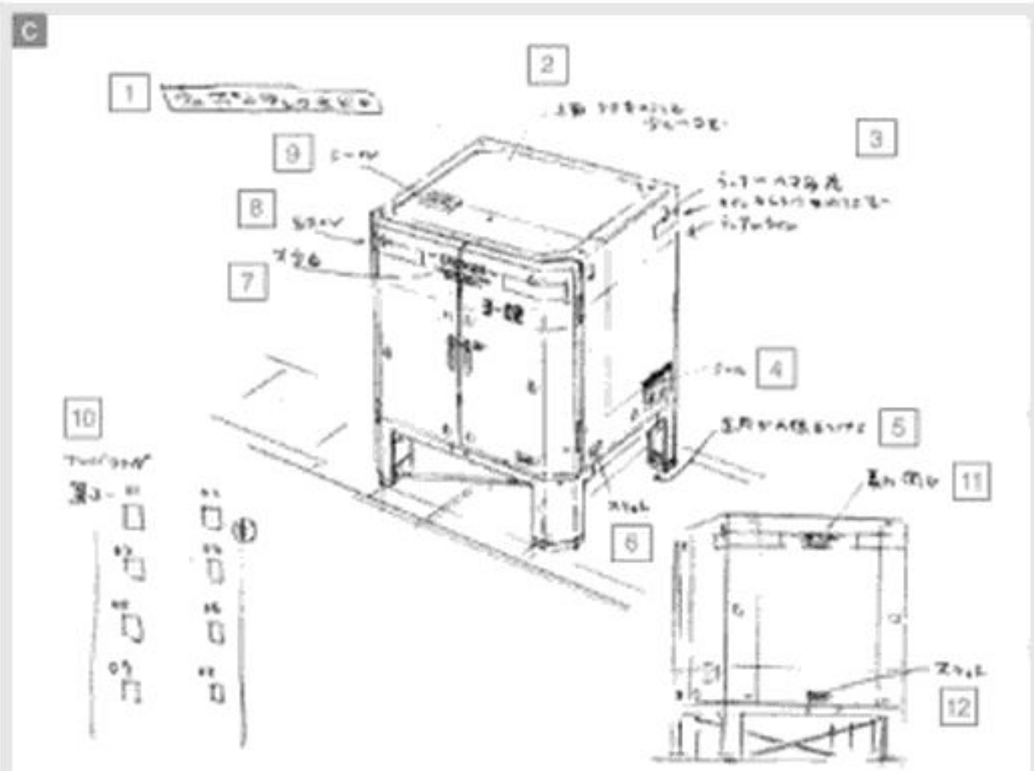


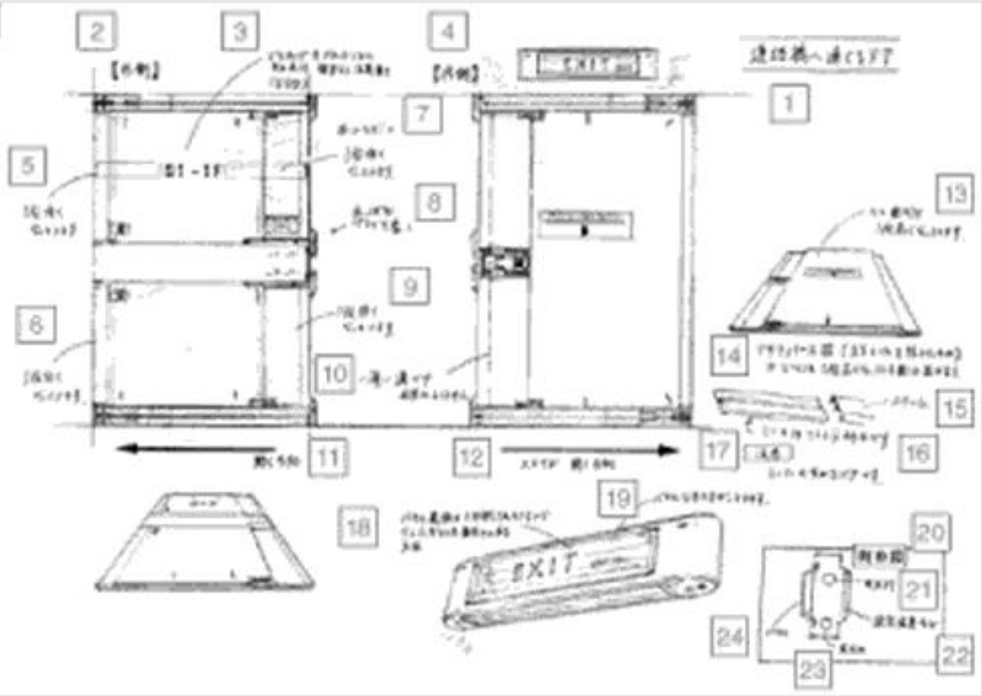
A
1. Shell—large rough
2. Movable crane
3. Heliport
4. Center block
5. Submarine dock
6. Propeller

B
1. Metal Gear hangar obstructions (containers)
2. Container which you can hide behind, even while standing
3. Container that you can hide behind if crouching

C
1. Pseudo weapon box
2. Top side slightly indented except around the edge.
3. Slightly indented circle. Line goes around to the back. Faint line
4. Sticker
5. Note the inner sides of the feet.
6. Slit
7. Lettering—white
8. White line
9. Sticker
10. Numbering
11. Same as front
12. Slit

Матеріал, захищений авторським правом

A



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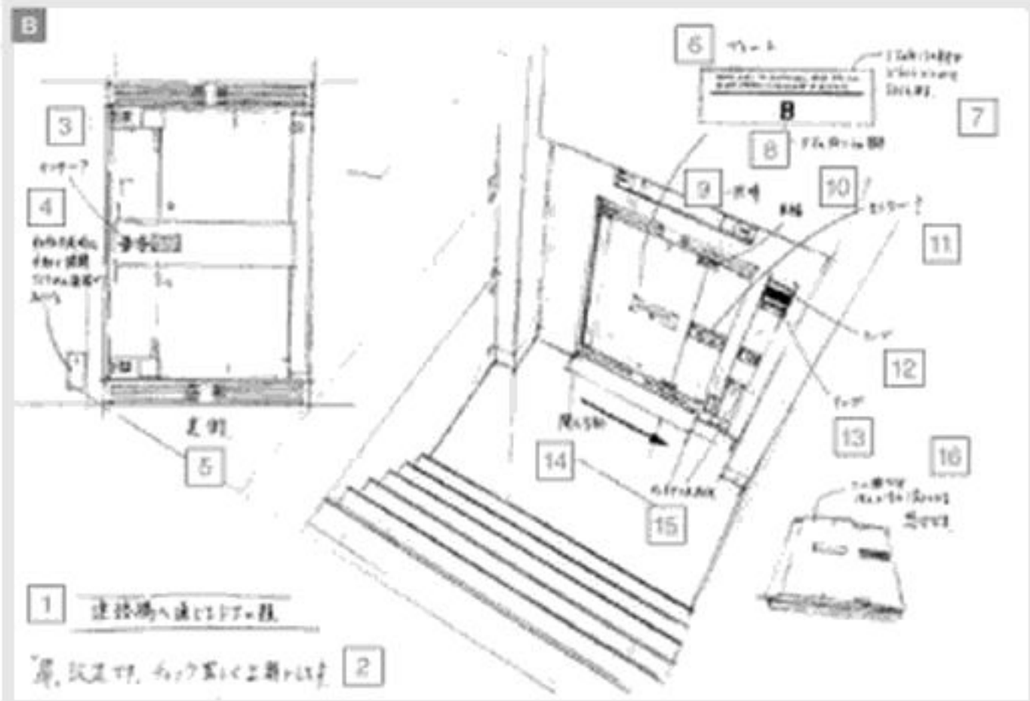

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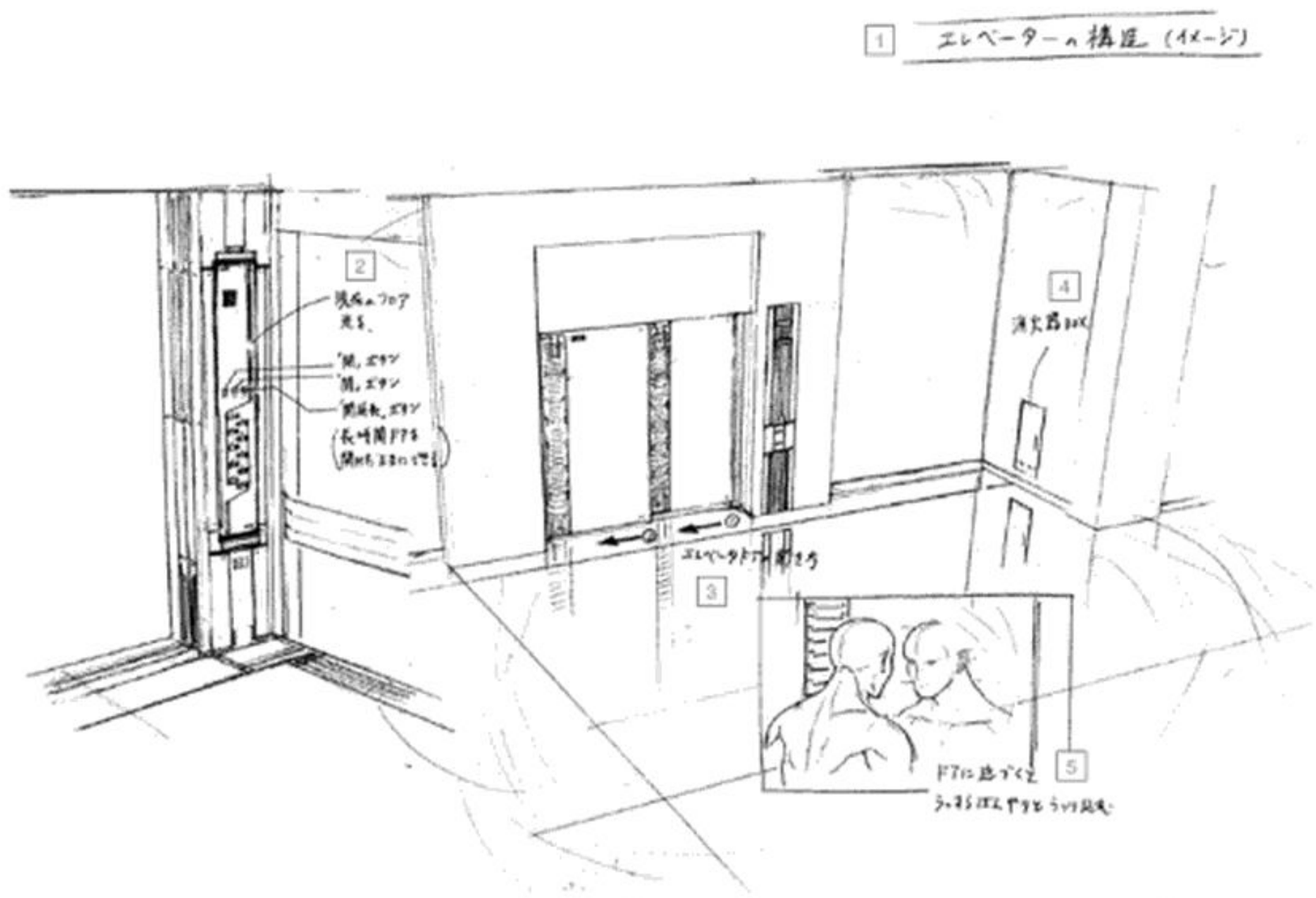

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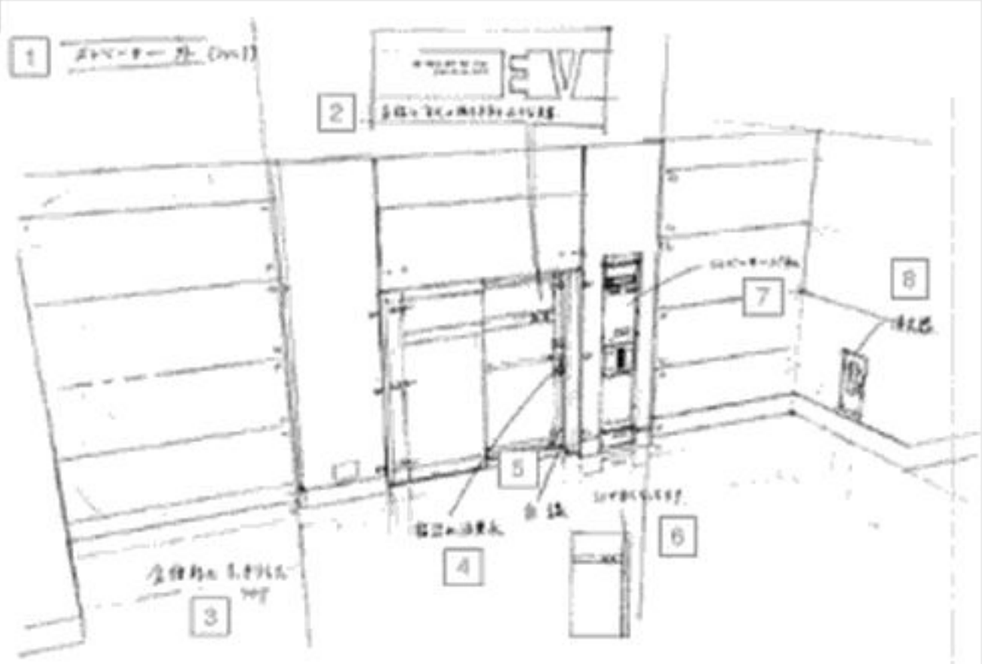

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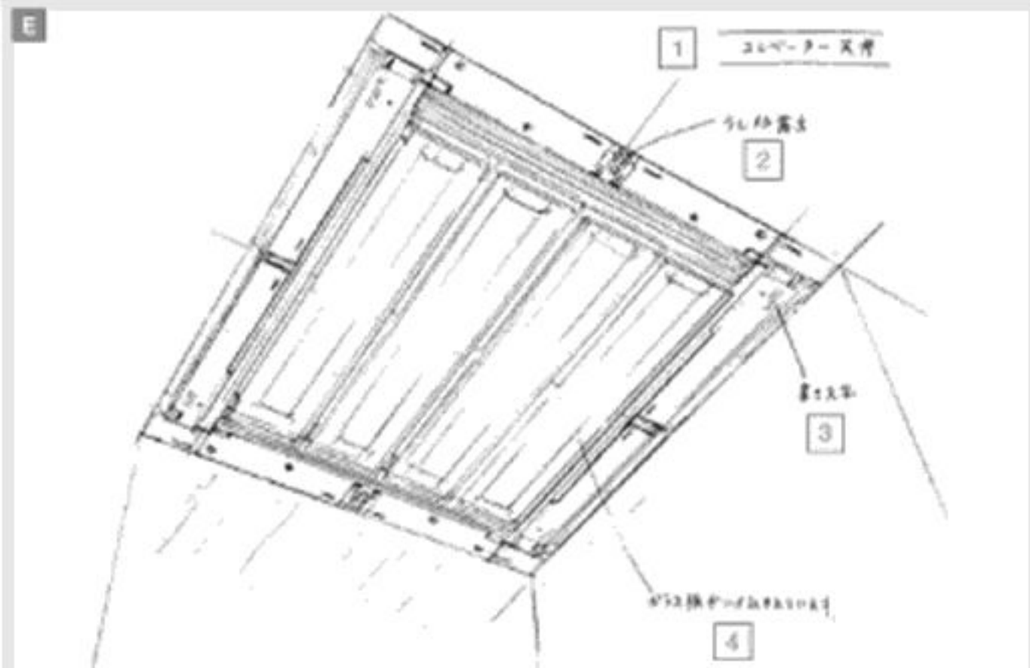


A
1. Doors to connecting bridges
2. Outside
3. If possible, they should be labeled differently for each block. If not, they should have a warning label.
4. Inside
5. One level lower.
6. One level lower.
7. White band
   One level lower
8. Tabs. These could be flat too.
9. One level lower.
10. Thin groove. No difference in thickness.
11. Opening direction
12. Slide, opening direction
13. Only this side is one level higher.
14. Perspective diagram from below (without the upper and lower rails).
    • The rail lines up with the thicker surface of the door.
15. Foot
16. This is the configuration of the rails.
17. Note: the doors contain the rails
18. The printing is on the reverse side of the panel, so the letters have slight depth.
19. The panel is raised.
20. Cross section diagram
21. Fluorescent light
22. Metal fittings, etc.
23. Fluorescent light
24. Panel

B
1. Types of doors to connecting bridges
2. Door designs. Please check them over.
3. Sensor?
4. In case of malfunction, the door can be opened or closed manually by these mechanisms.
5. Rear side
6. Plate
7. Shows what is on the other side of the door.
8. Bridge on the other side of the door.
9. Lighting
10. Wheel
11. Sensor?
12. Lamp
13. Lamp
14. Opening direction
15. Maintenance box
16. Only this section of the door's surface feels the slightest bit raised

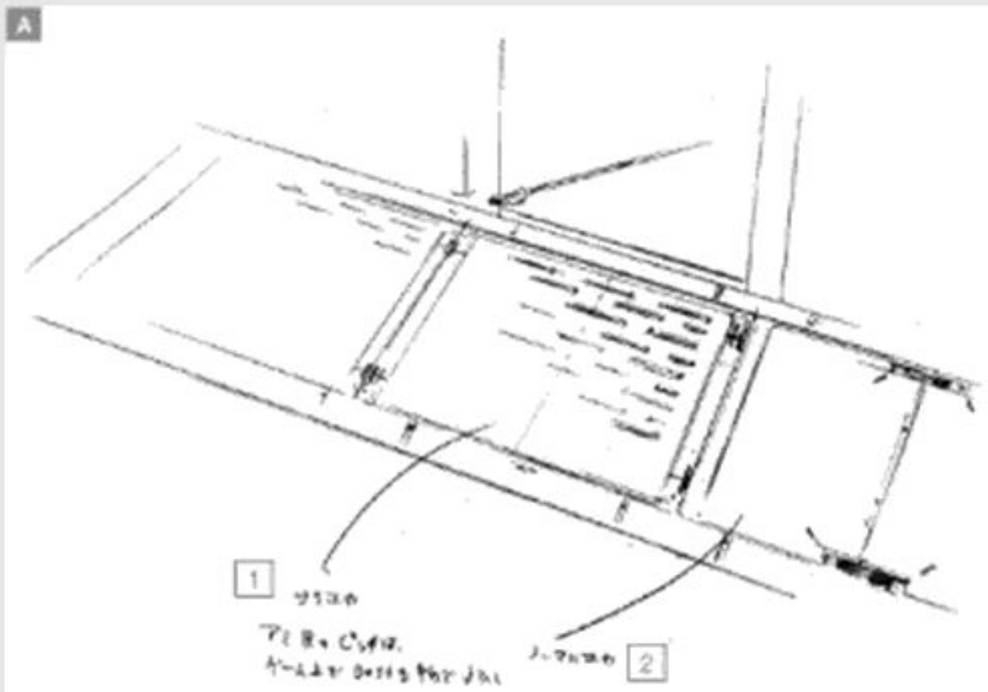
C
1. Elevator construction (concept)
2. Current floor is lit
   Open button
   Close button
   "Extended Open" button (can keep the door open for an extended period)
3. Elevator door opening method
4. Fire extinguisher box
5. When near the doors, there is a faint, blurred reflection.

D
1. Outside elevator (shell 1)
2. The letters "EV" in negative-space white lines and a small amount of text.
3. This is a clean floor overall.
4. Warning label to not trap your fingers.
5. White line
6. This part is white.
7. Elevator panel
8. Fire extinguisher

E
1. Elevator ceiling
2. Slightly exposed mechanics.
3. Text
4. Inlaid glass panel

Матеріал, захищений авторським правом

A



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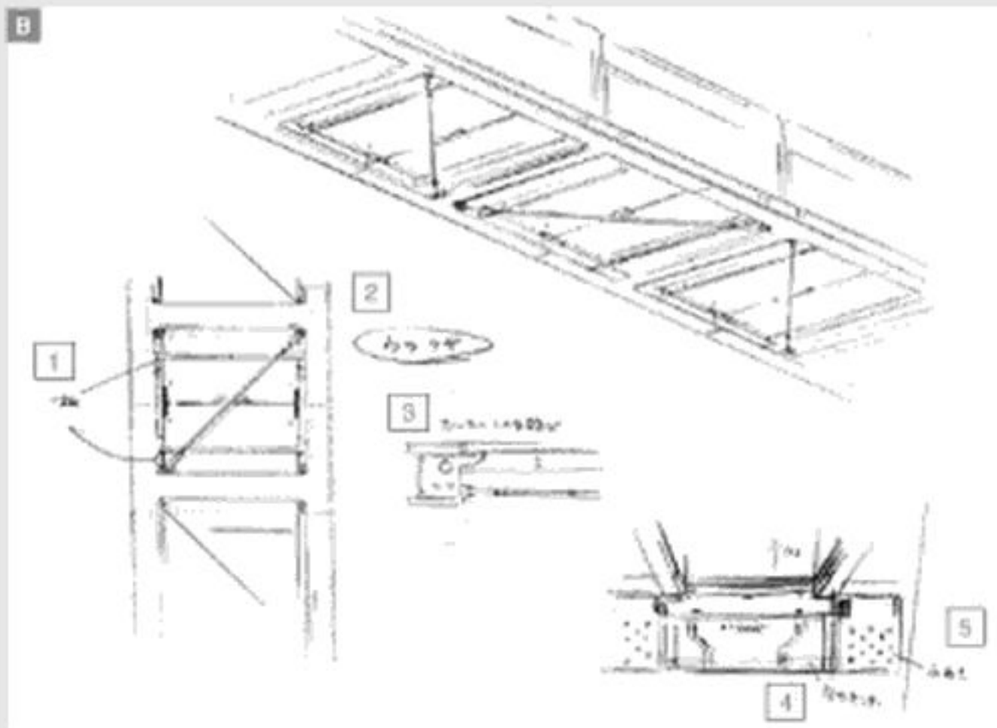

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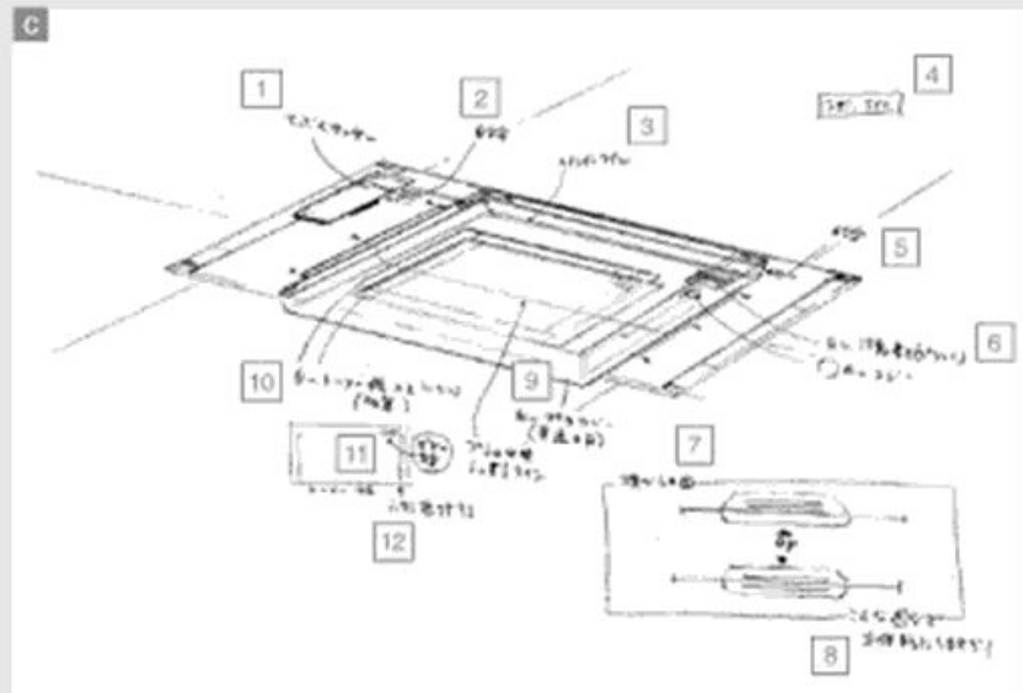

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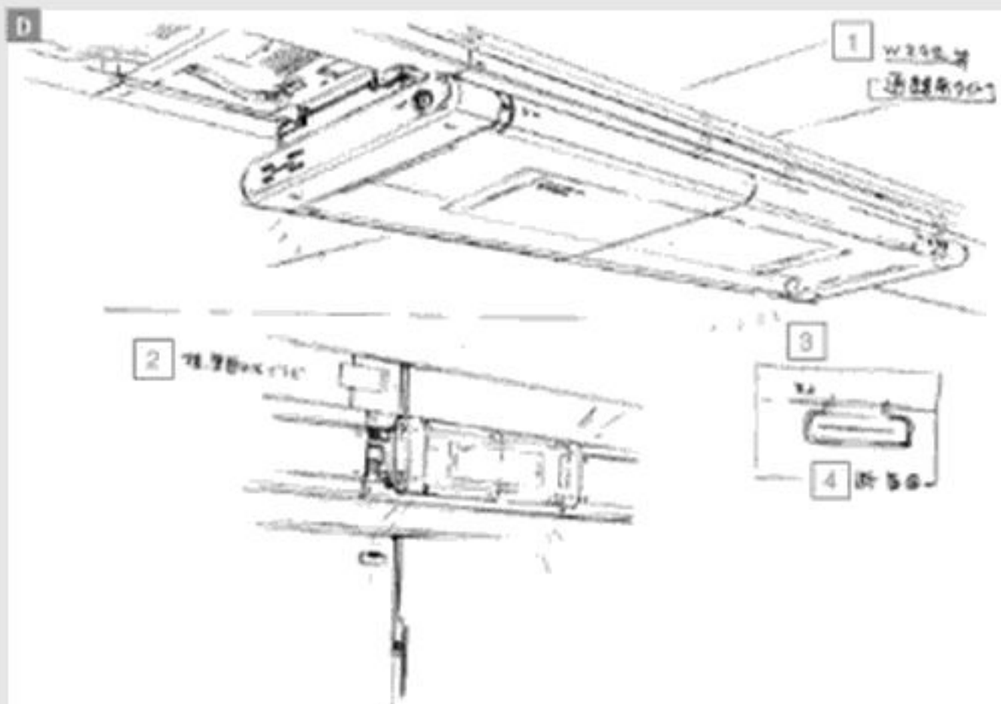

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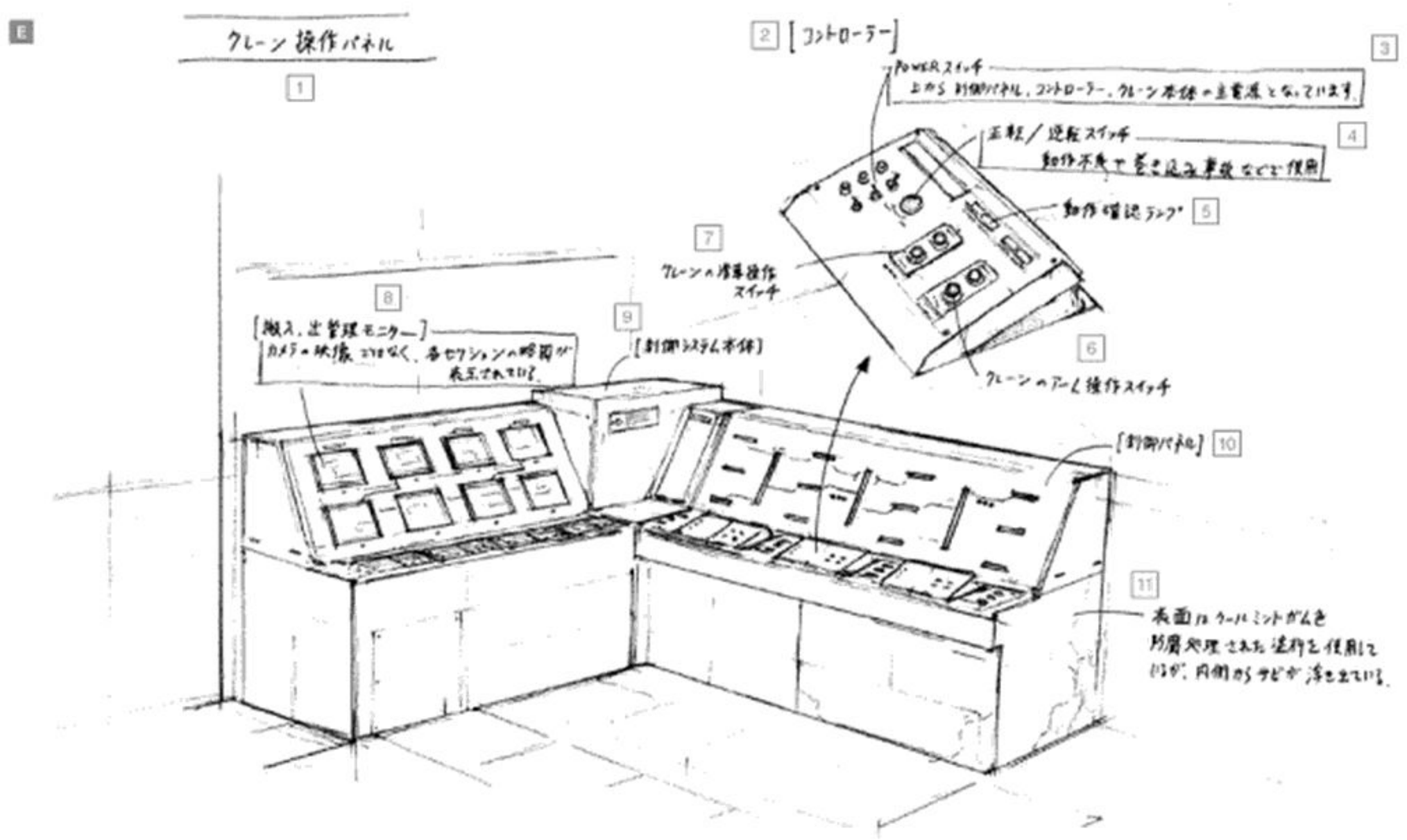


A 1. Floor panel—use whichever method that best depicts the grated flooring in the game.
2. Normal floor

B 1. Boards
2. Features
3. Basically like this
4. Pressure sensor
5. Drain

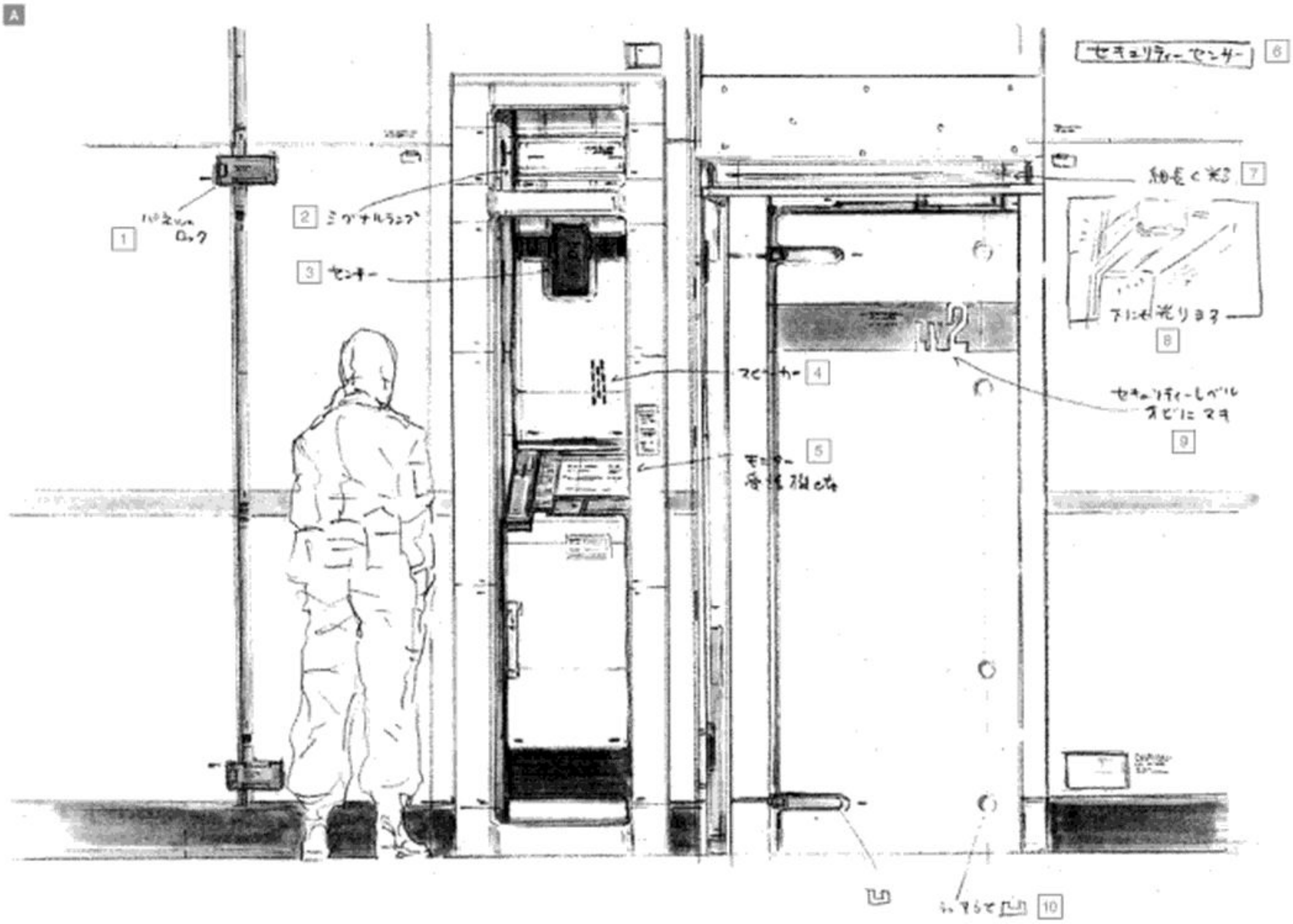
C 1. Sensor, probably
2. White lettering
3. Highlight line
4. Lab light
5. White lettering
6. White warning message (printed)
Circular dent
7. Side views
8. Shall we make it three-dimensional like this?
9. White plastic cover (half transparent)
10. White transparent boards x2 floating (additional)
11. Gray lettering
12. Slightly differentiate colors

D 1. W24a and others
Passageway light
2. Can be used on side walls too.
3. Ceiling
4. Cross section

E 1. Crane operation panel
2. Controller
3. Power switch
From above, control panel, controller, and main power switch for the crane itself.
4. Forward/reverse rotation switch. Used in the event of an accident, or when movement is malfunctioning or the crane is involved in an accident.
5. Operation confirmation lamp
6. Crane arm operation switch
7. Crane pulley operation switch
8. Receiving, discharge admin monitor. These aren't camera footage, but display layouts of each section.
9. Actual control system
10. Control panel
11. Outer surface is cool mint gum color. It's painted with a preservative treatment, but rust is seen coming through from the interior.

Матеріал, захищений авторським правом

A



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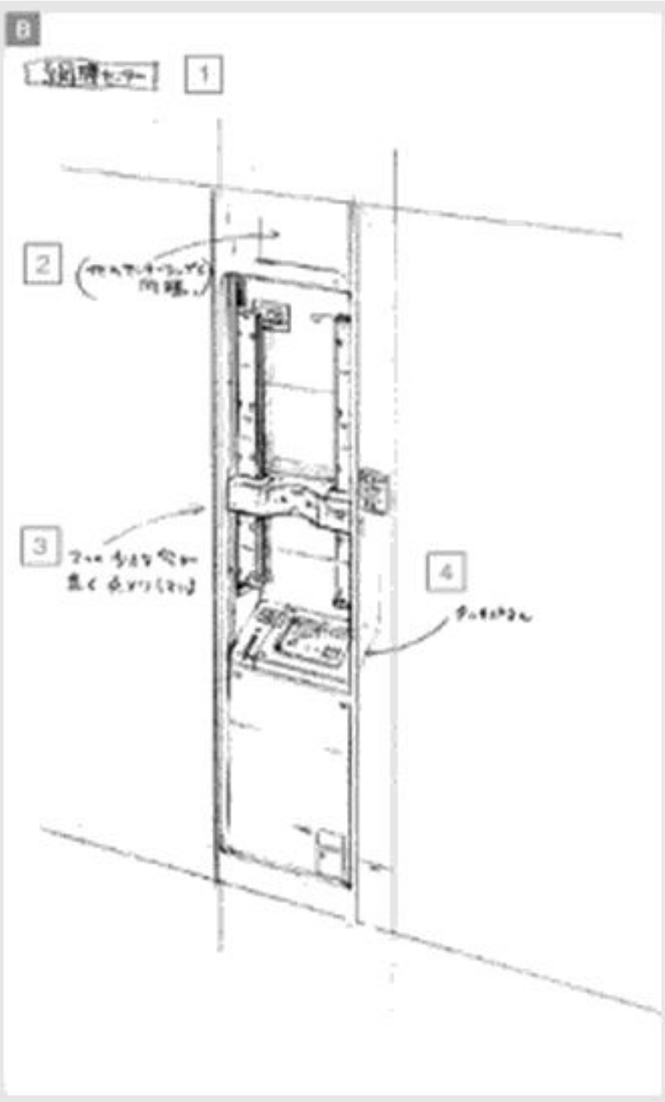

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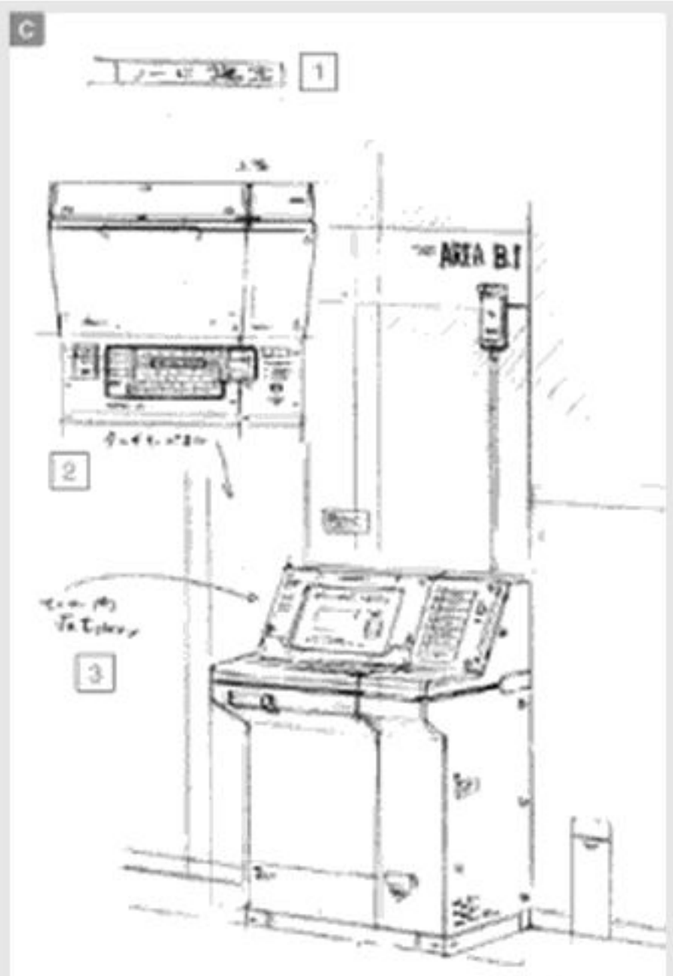

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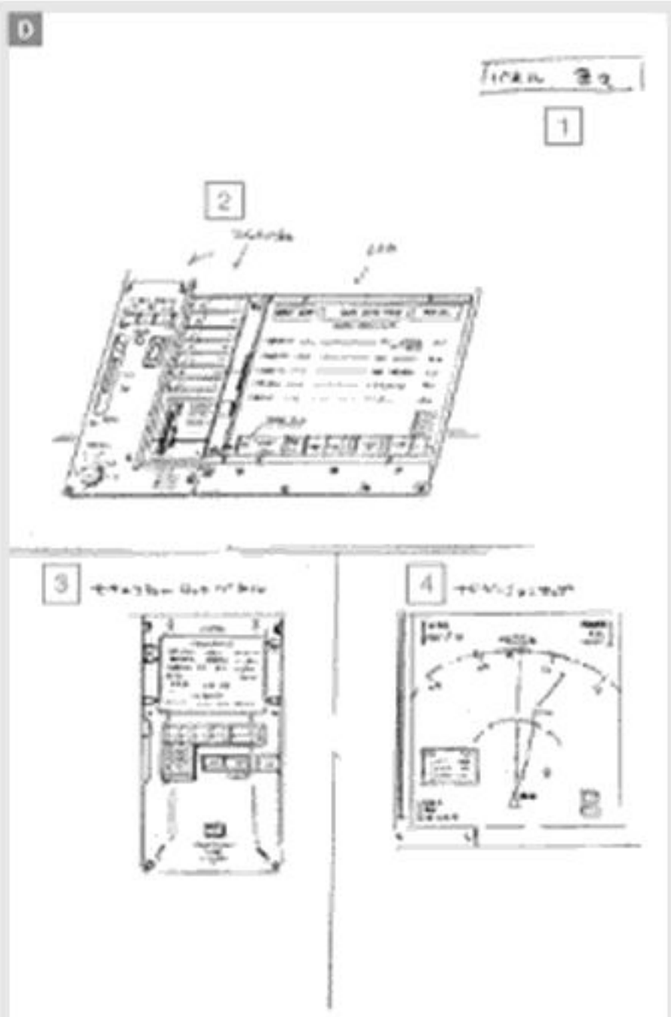


A 1. Panel lock
2. Signal lamp
3. Sensor
4. Speaker
5. Monitor, phone, etc.
6. Security sensor
7. Long, narrow, and lit
8. Lit underneath as well
9. Security level lettered on band
10. Sunken/slightly sunken

B 1. Retinal scanner
2. Similar to other sensor lamps
3. The two small holes blink red
4. Touch panel

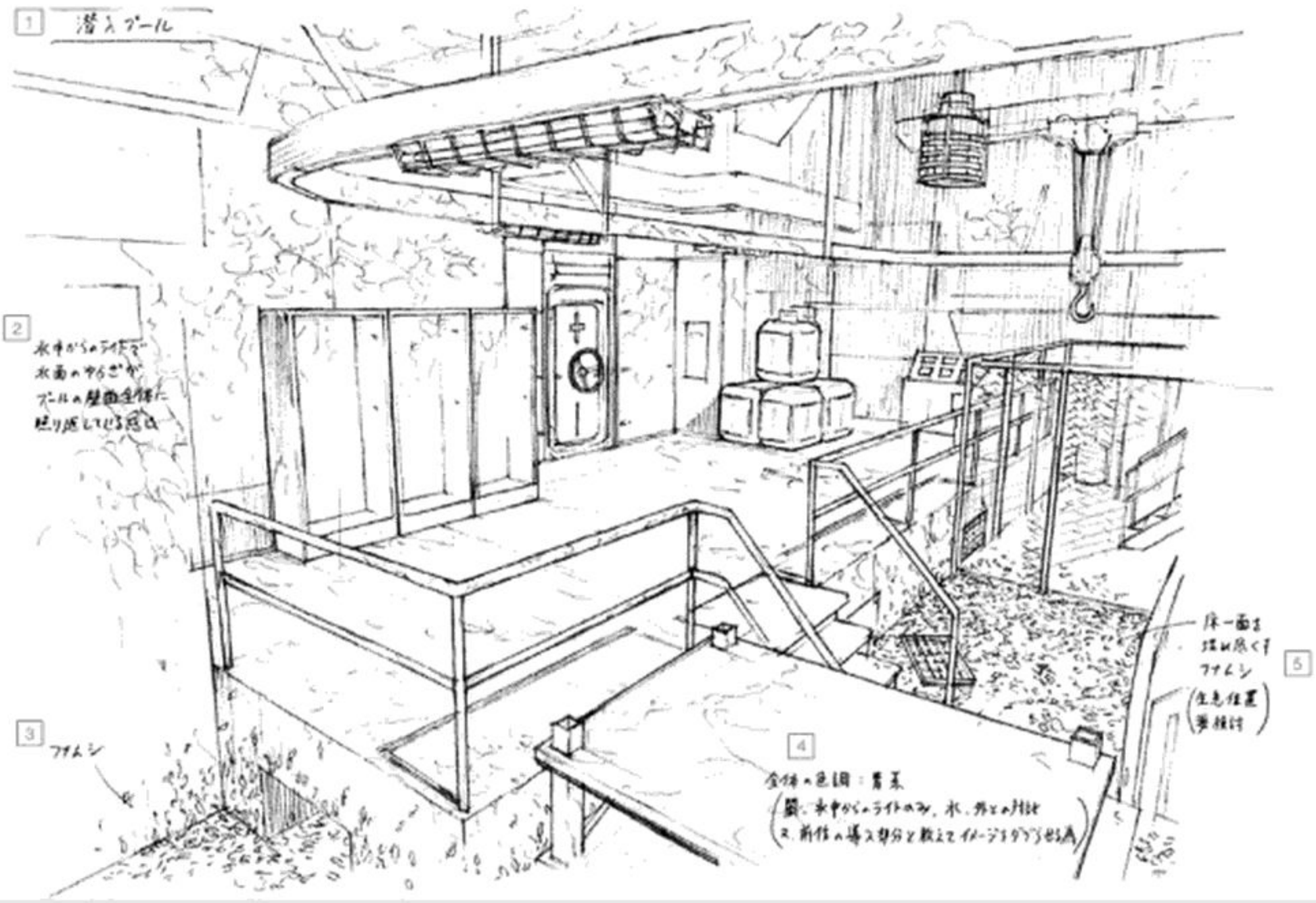
C 1. Node terminal
2. Touch panel
3. Inside monitor—JNT* design

D 1. Panel—various
2. Switch panel
3. Security lock panel
4. Navigational map

Editor's note:
"JNT" is a nickname for artist Juntaro Saito.

Матеріал, захищений авторським правом

A



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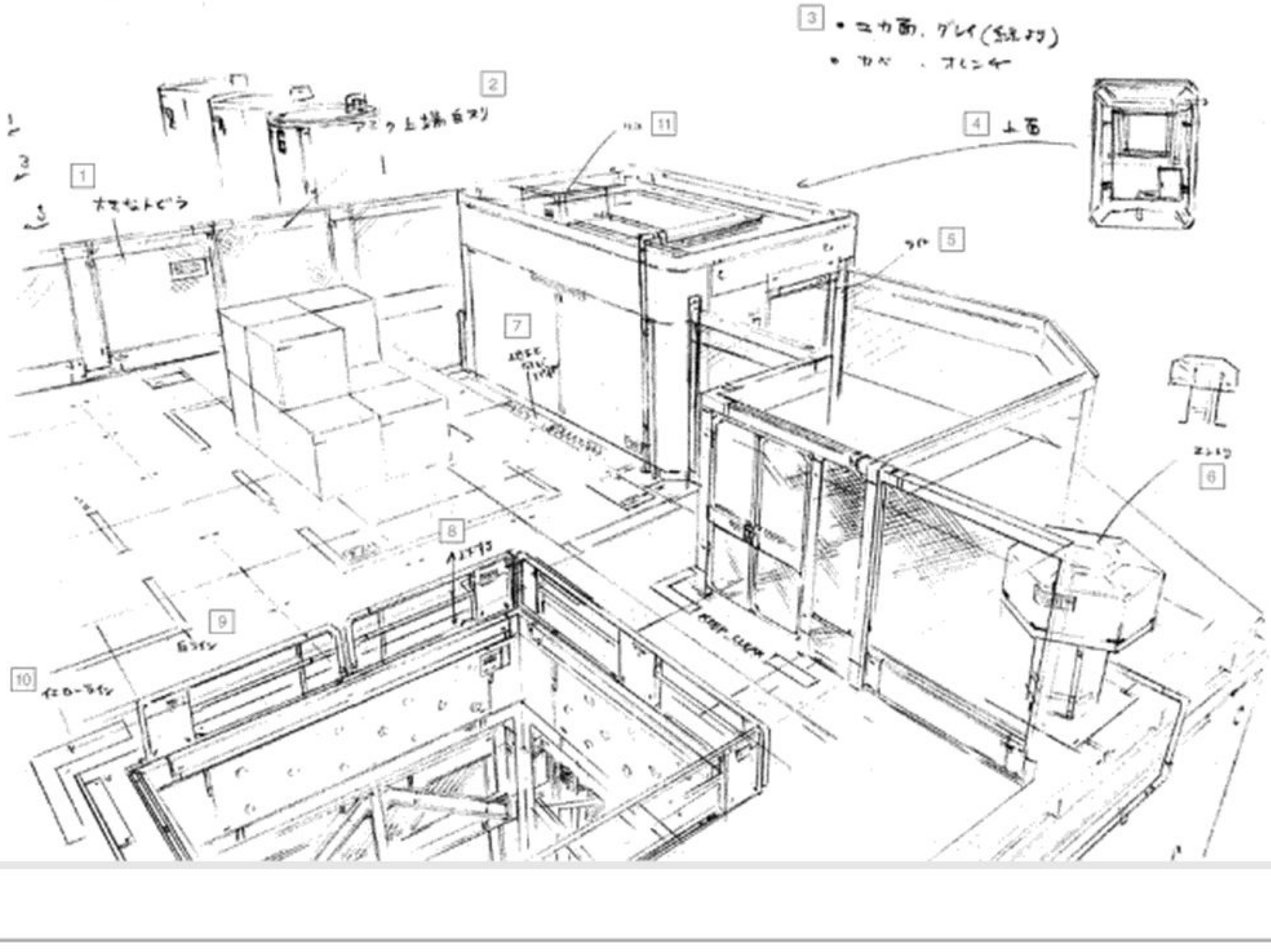

A 1. Infiltration pool
2. Light from the water and the undulating surface throws shimmering reflections over all the walls.
3. Sea lice
4. Overall hues: blues
(It's dark with only the light from the water. Contrast with the surroundings. This will also call to mind the introduction of previous games.)
5. The surface of the floor is covered in sea lice (we need to discuss where they live).

B 1. Large door
2. Upper part of the fencing painted white
3. • Ground is gray (rather than green)
• Walls, orange
4. Top
5. Light
6. Funnel
7. Same panels as underground
8. Goes up and down
9. White lines
10. Yellow line
11. Box

Матеріал, захищений авторським правом

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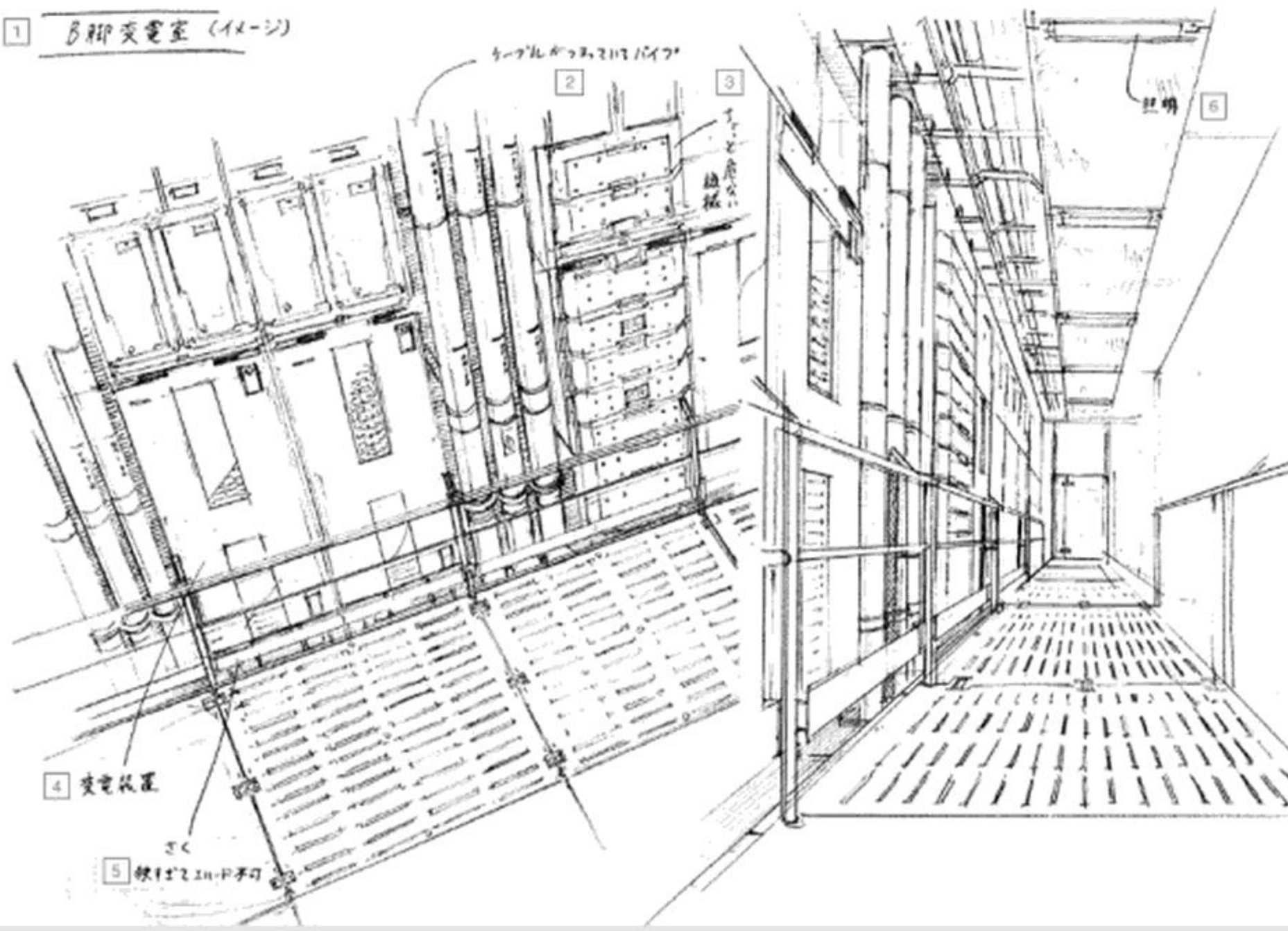

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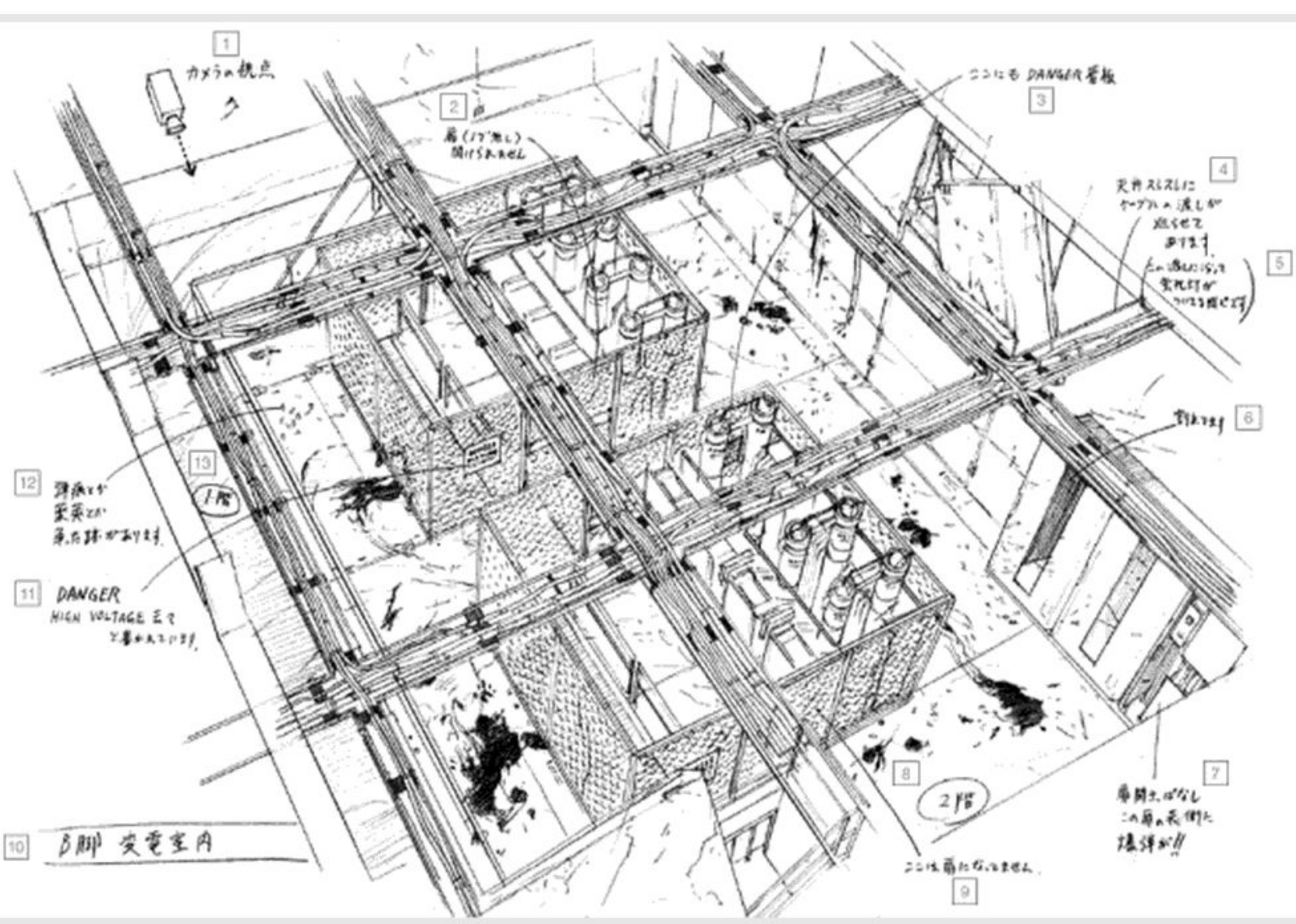

A 1. Strut B transformer room (concept)
2. Pipes housing cables
3. Slightly dangerous machinery
4. Transformer apparatus
5. Too narrow for elusion
6. Lighting

B 1. Camera's line of sight
2. Door (no knob). Can't be opened.
3. Danger sign here too
4. Cables running across the ceiling.
5. (Fluorescent lamps are attached to these beams.)
6. Broken
7. Door left open. There's a bomb on the other side of this door!!
8. Upper level
9. No door here
10. Strut B transformer room interior
11. "Danger—high voltage," etc., sign
12. Signs of battle such as bullet marks and cartridges
13. Lower level

Матеріал, захищений авторським правом

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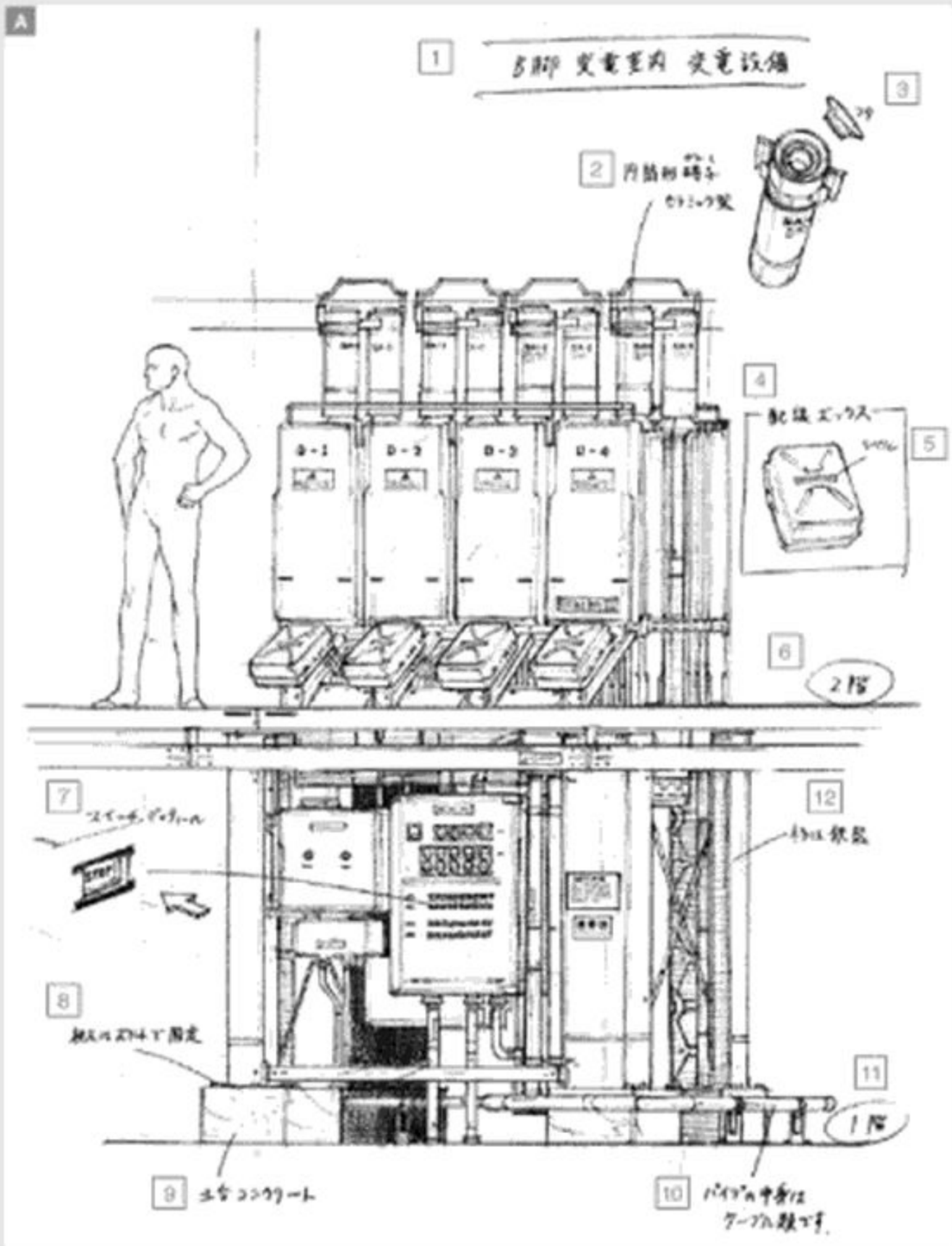

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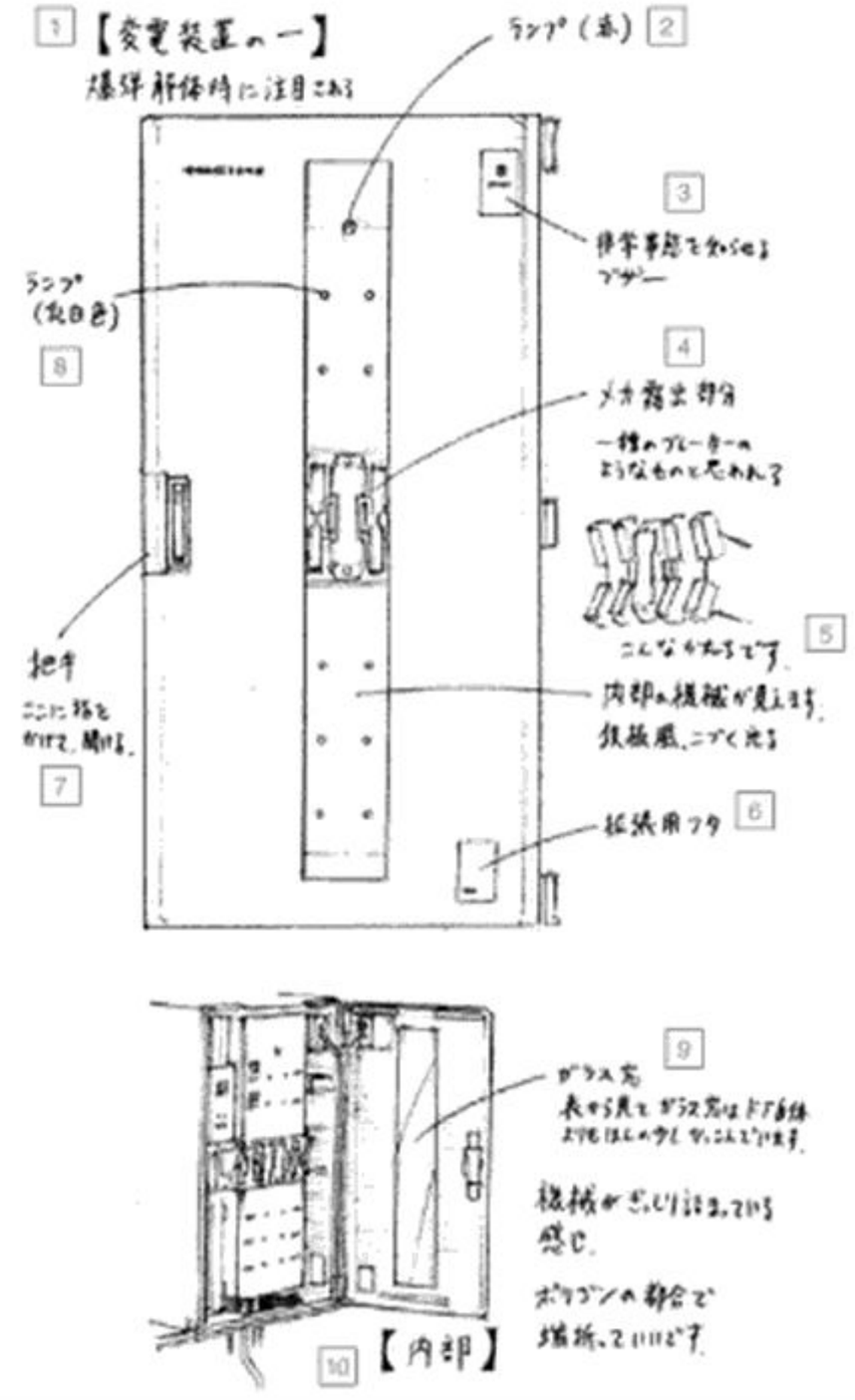

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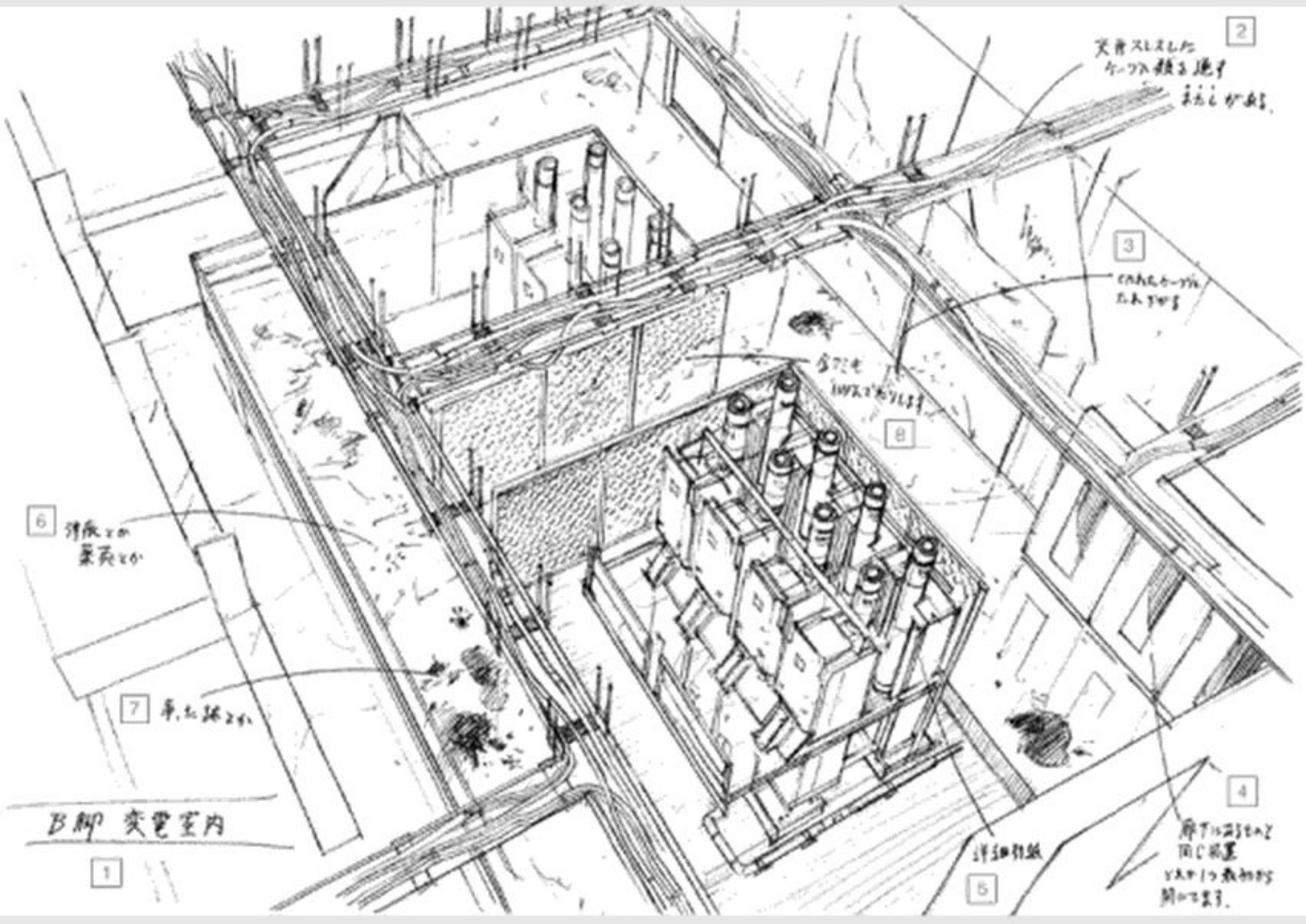


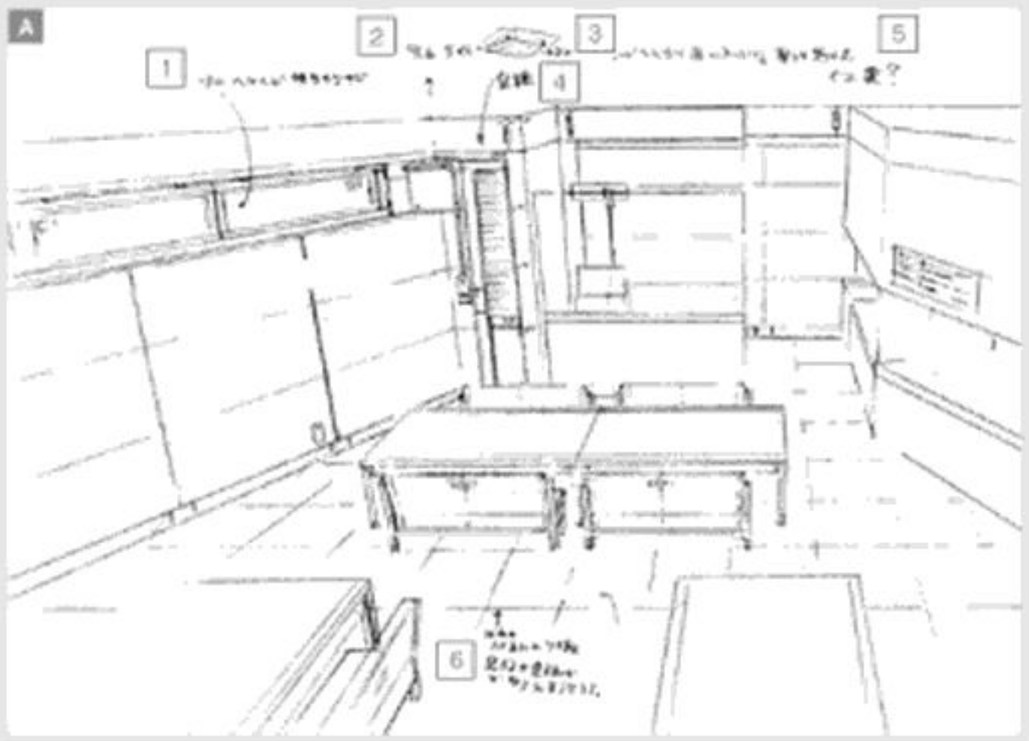
A
1. Strut B transformer room interior, transformation installation
2. Cylindrical insulators, ceramic
3. Lid
4. Wiring box
5. Label
6. Upper level
7. Switch detail
8. Base fixed in place with bolts.
9. Concrete foundation
10. Pipe contains cables
11. Lower level
12. Steel posts

B
1. One transformer apparatus. Object of focus when neutralizing the bombs.
2. Lamp (red)
3. Emergency warning buzzer
4. Exposed machinery—calls to mind a sort of circuit breaker . . .
5. . . . this sort of formation.
6. Expansion cover
7. Handle—pressing here with a finger opens the door.
8. Lamp (milk white)
9. Glass window. Seen from the front, the glass window is slightly deeper than the door itself. The machinery should seem tightly packed. If this is too difficult to do in 3D, it can be omitted.
10. Interior

C
1. Strut B transformer room interior
2. Cables are suspended from the ceiling by hangers.
3. Severed cable dangling down.
4. Same device as in the corridors. One of them is open from the beginning.
5. Details on separate page
6. Bullet marks, cartridges, etc.
7. Signs of combat
8. Metal mesh is bent out of shape.

Матеріал, захищений авторським правом

A



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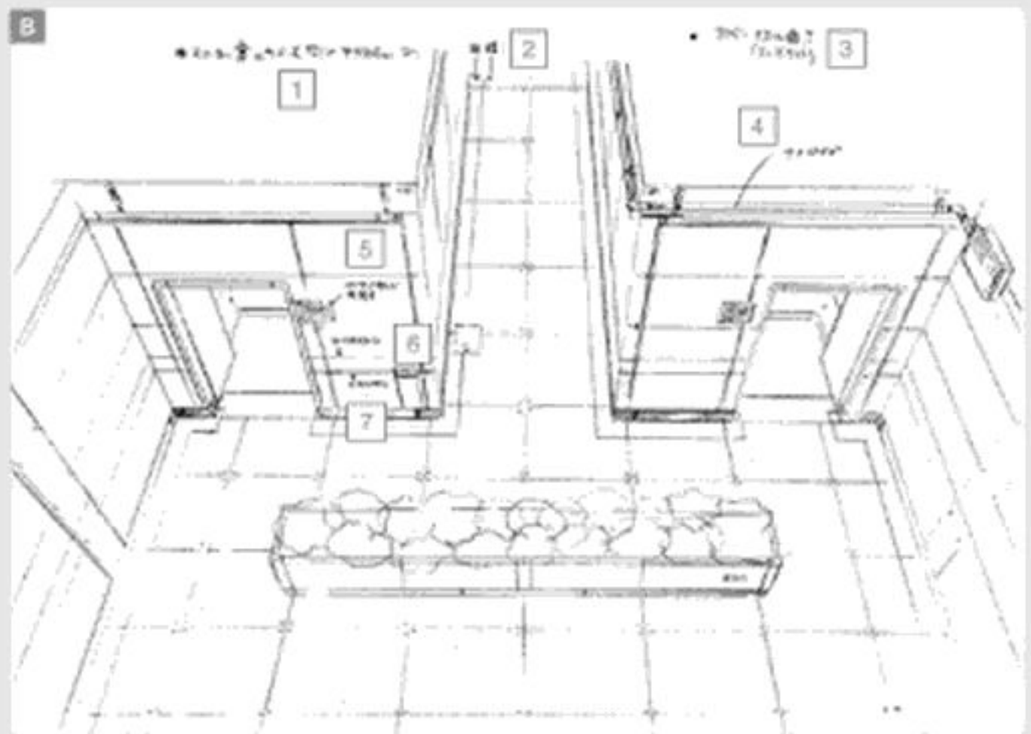

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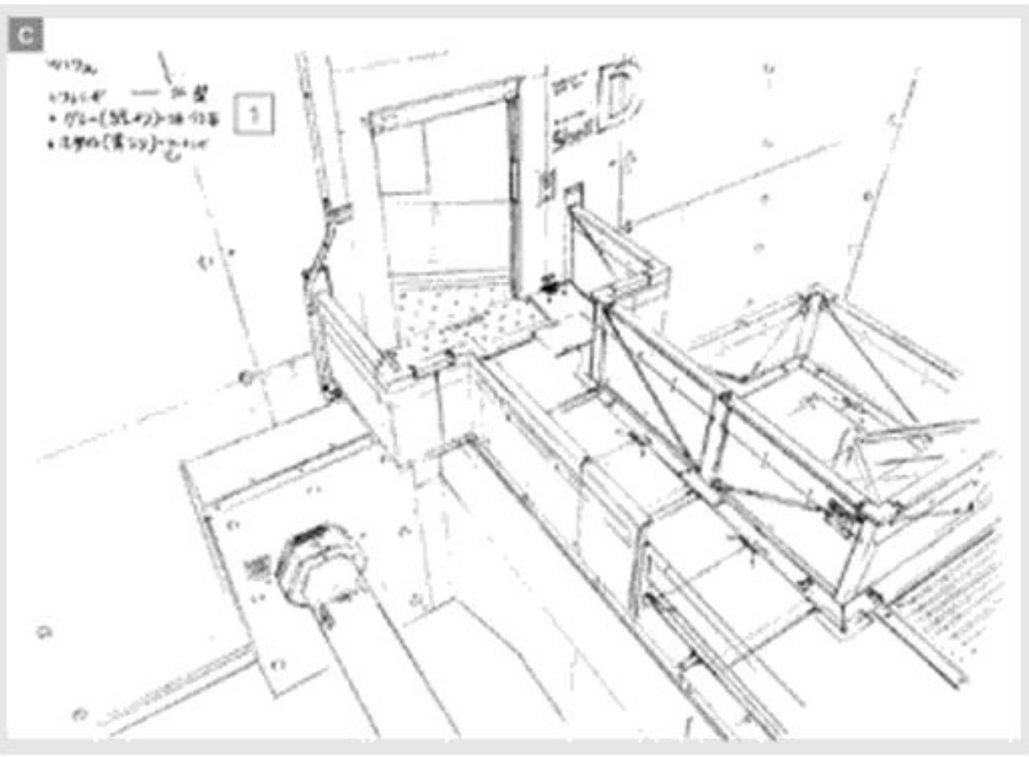

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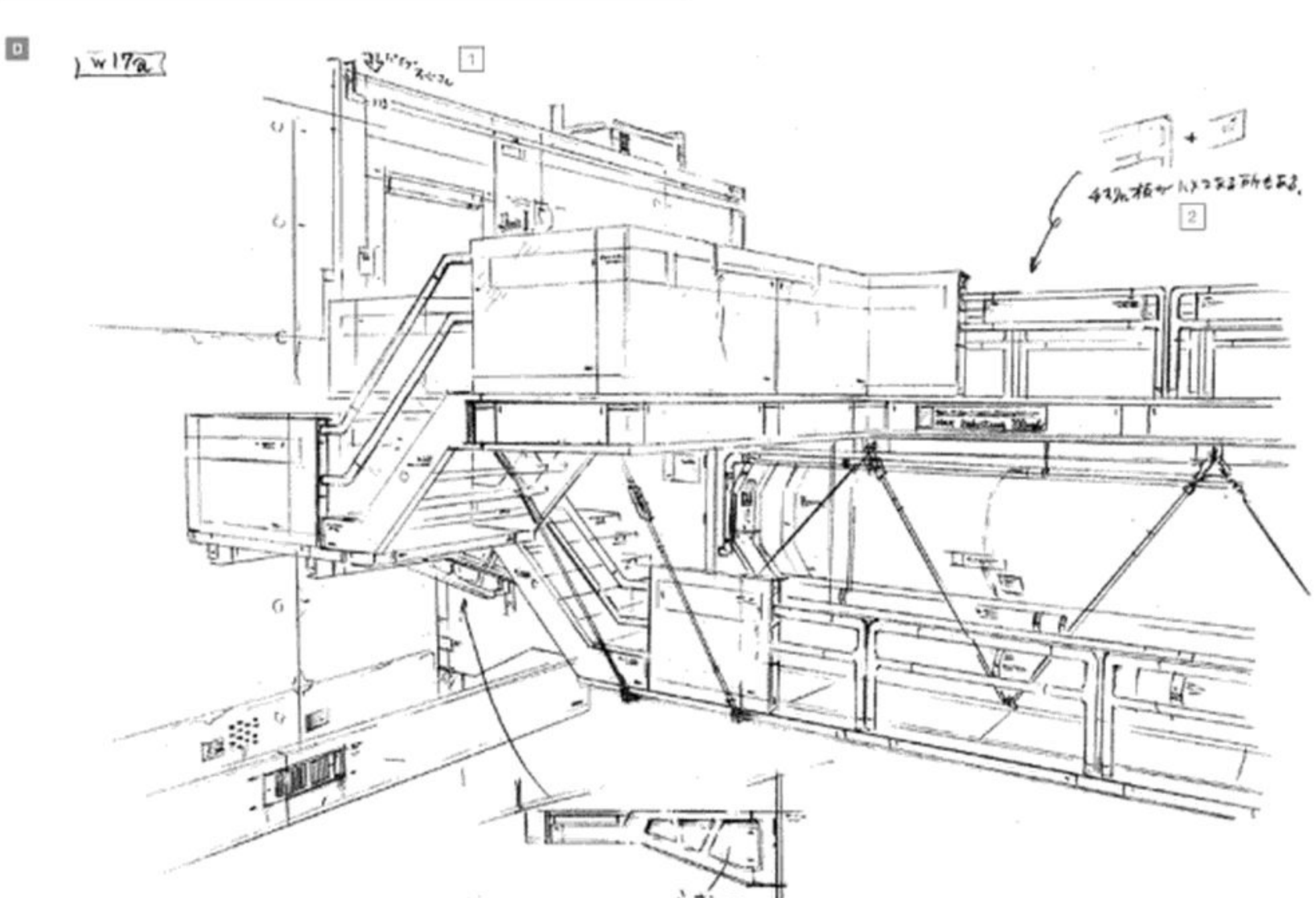


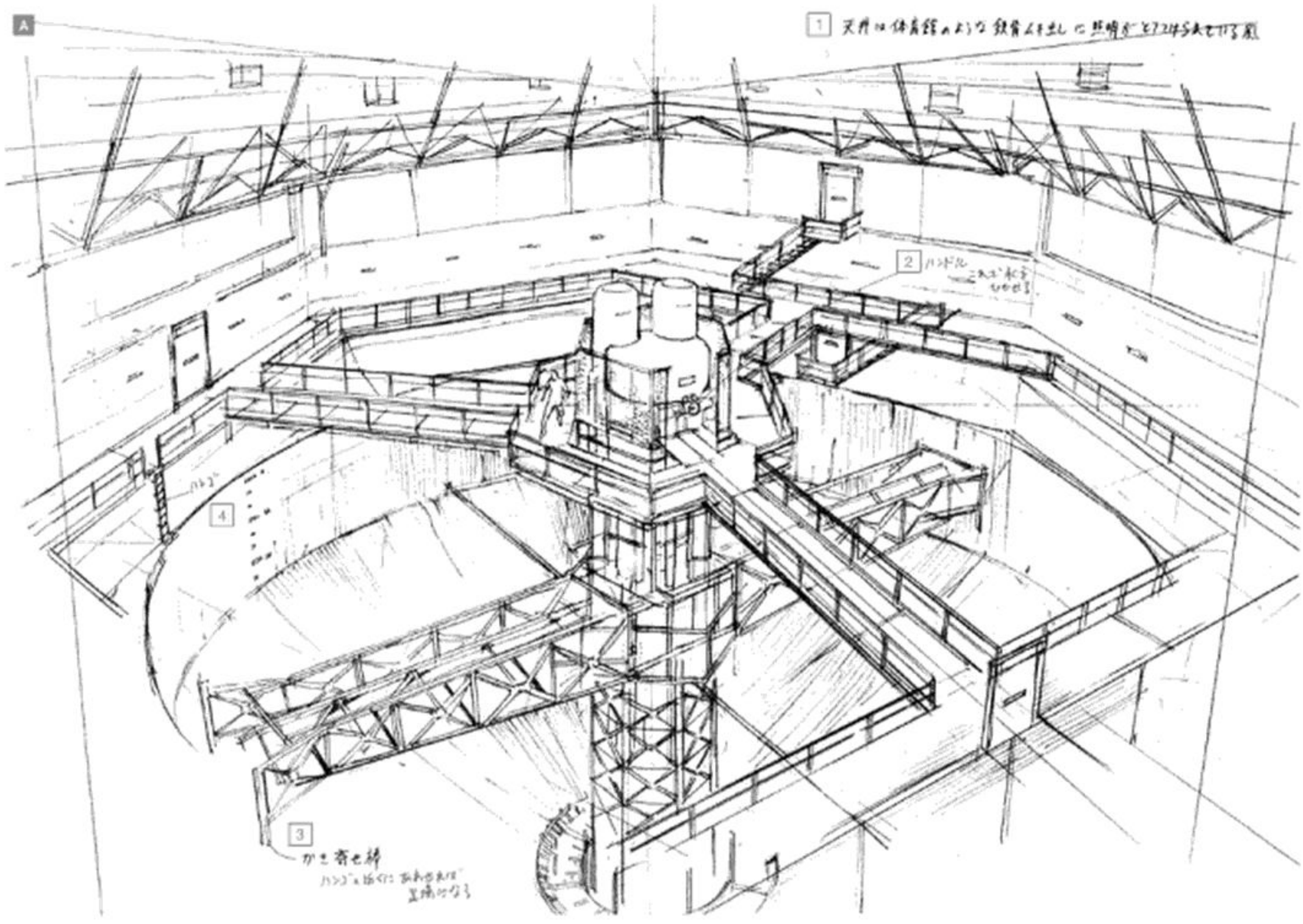
A 1. Windows to collect light, slightly inset
2. Ceiling light
3. This ⇐
4. Air conditioning
5. The glass has a bit of color. Slightly broken glass.
6. Chair is black?
6. The floor panel seams are so faint that they're barely visible.

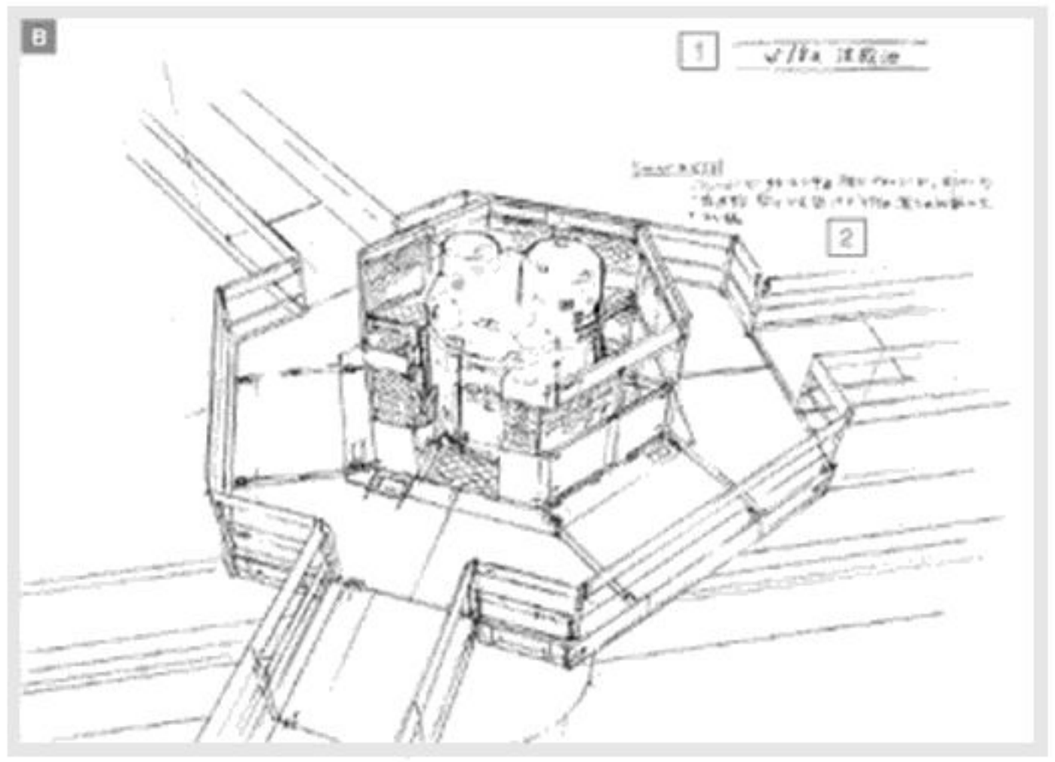
B 1. The monitor room walls have the same texture.
2. Light/dark
3. Cream-colored walls (off-white)?
4. Pipe
5. Panel lit from inside
6. Line between different paints
7. Panel line

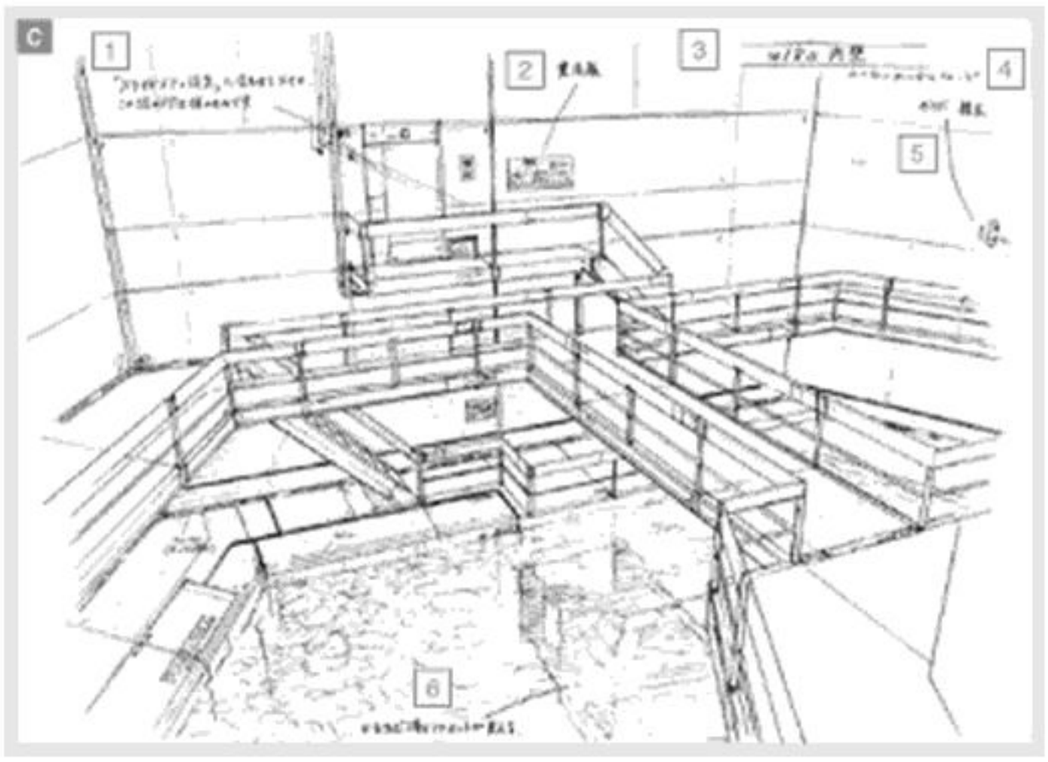
C 1. W17a
- Orange—outside wall
- Gray (rather than green) rear side of board
- White (yellowish) markings

D 1. Pipe maintenance
2. There are boards placed on some places on the handrails.
3. Slightly indented

Матеріал, захищений авторським правом





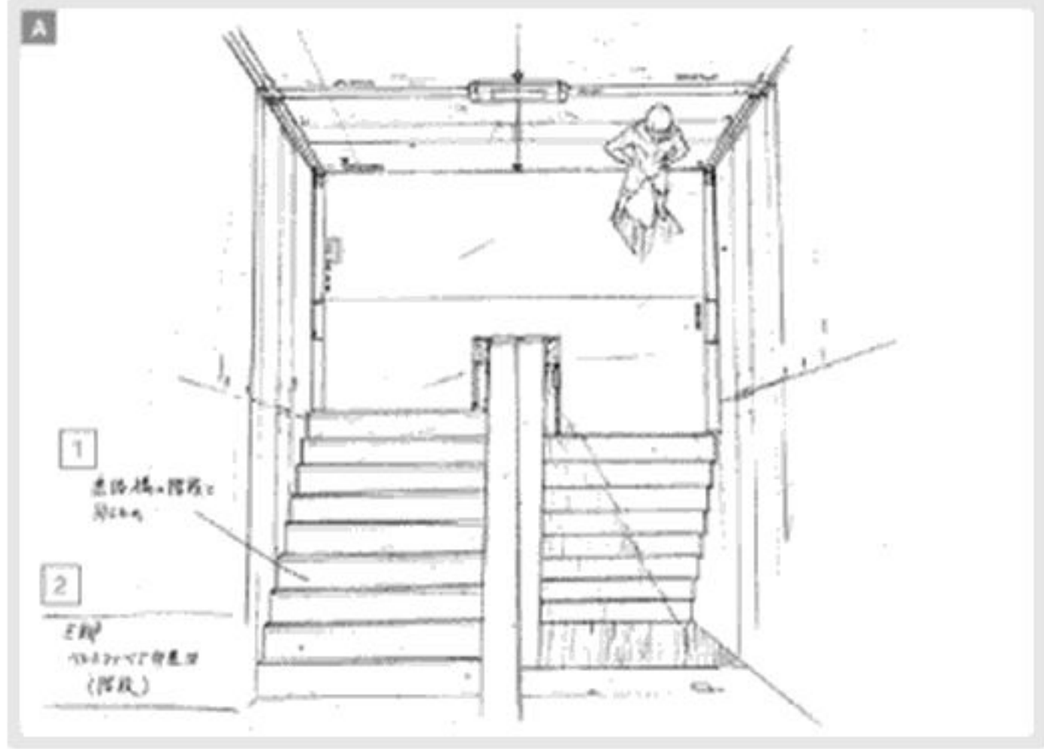


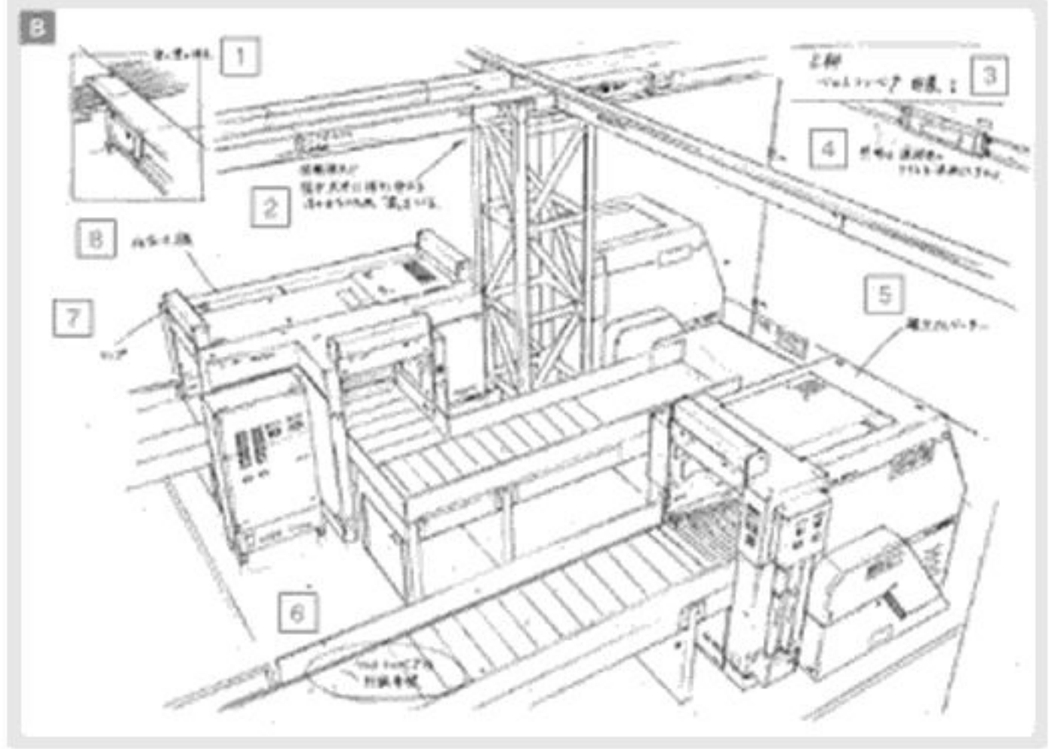
A 1. The ceiling has an exposed steel framework, like a gym, and the lighting is fixed to it.
2. Handle. This draws the water.
3. Stirring shaft. If it's lined up near the ladder, it can be a foothold.
4. Ladder

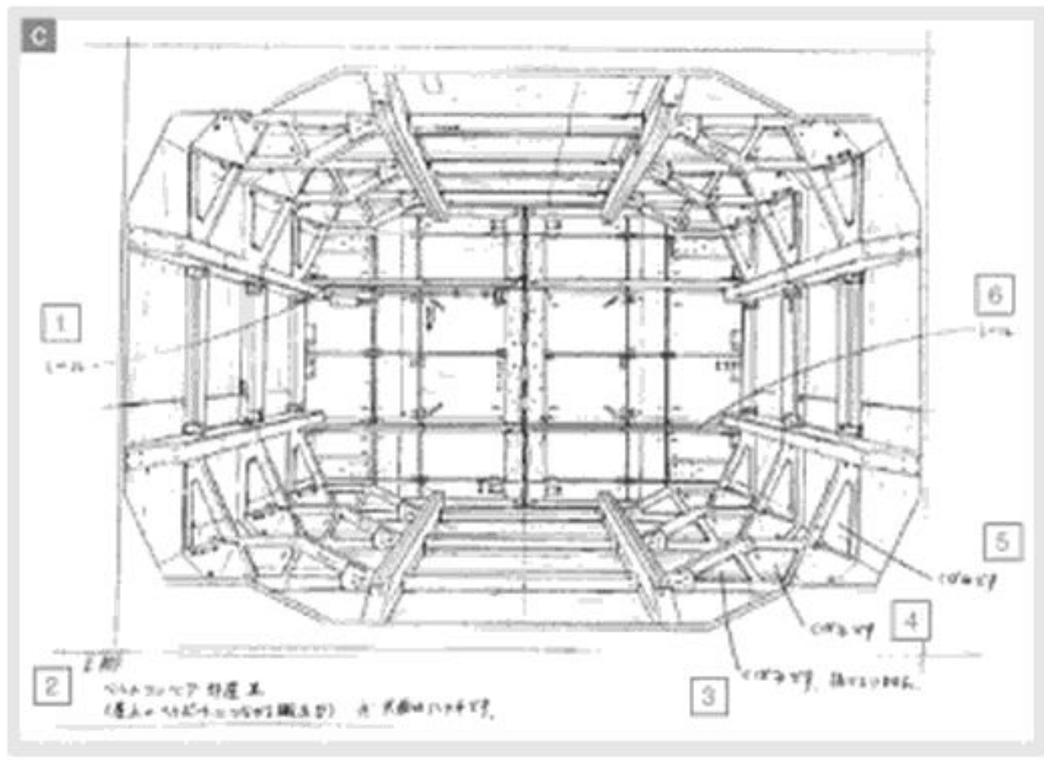
B 1. W18a sediment pool
2. Mysterious apparatus
   - Orange and similar to the outside area. Has white lines.
   - Floor, handrails can be the same. New fence surrounds only this mysterious device.
   - Green walls

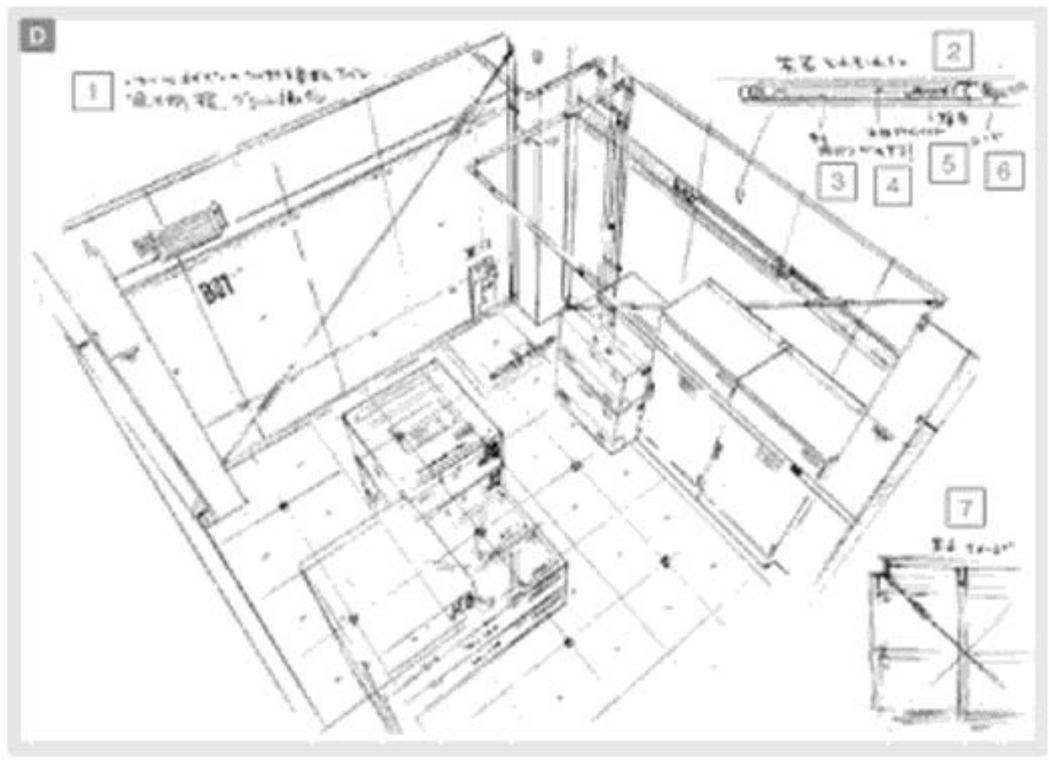
C 1. Please use "Sliding door design." The door in this drawing is only a placeholder.
2. Information board
3. W18a inner walls
4. Similar orange to outside
5. Guide marking
6. Outline of stirring shaft is visible

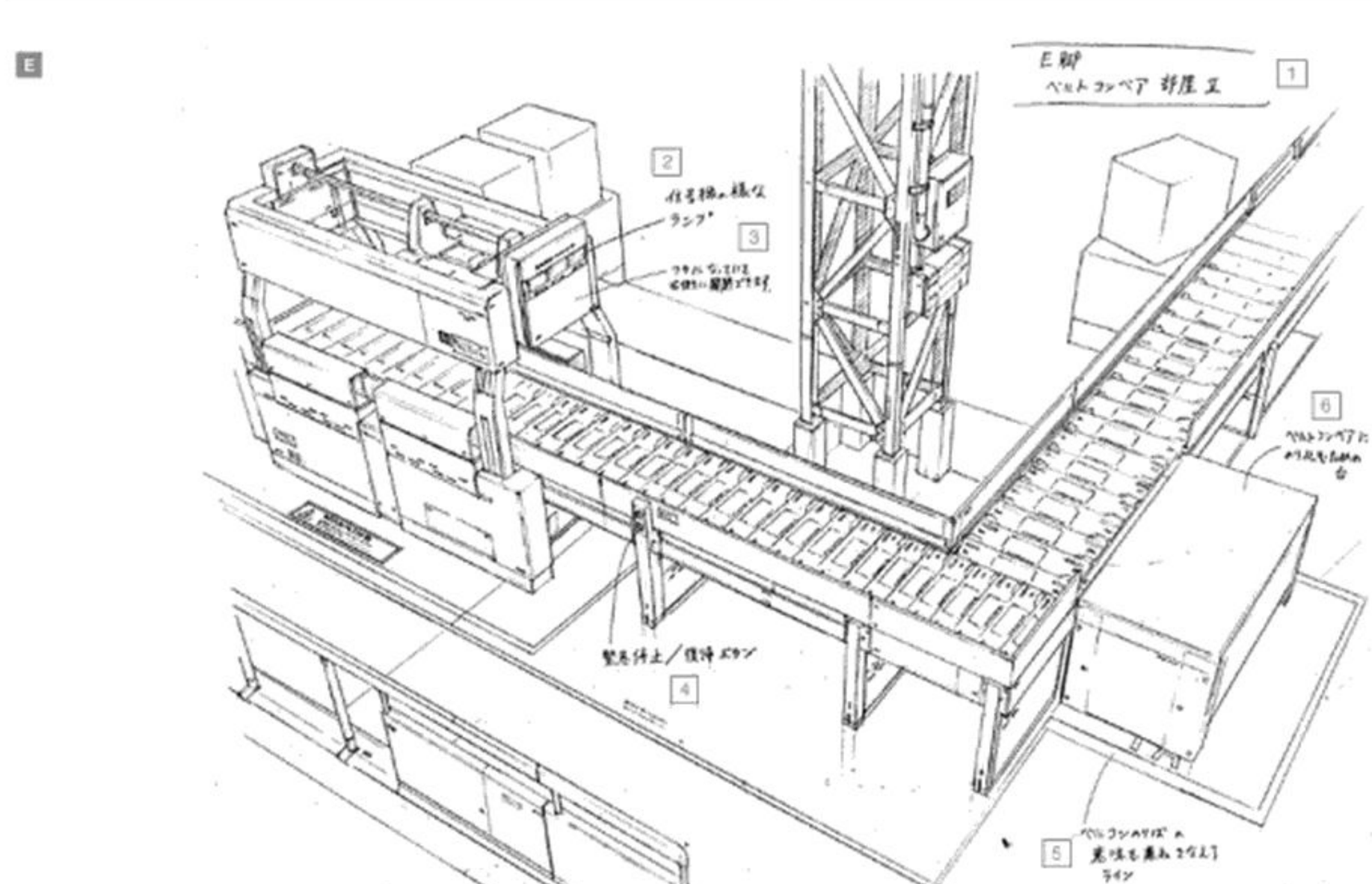
Матеріал, захищений авторським правом











A
1. Same as the connecting bridge stairs
2. Strut E conveyer belt room IV (stairs)

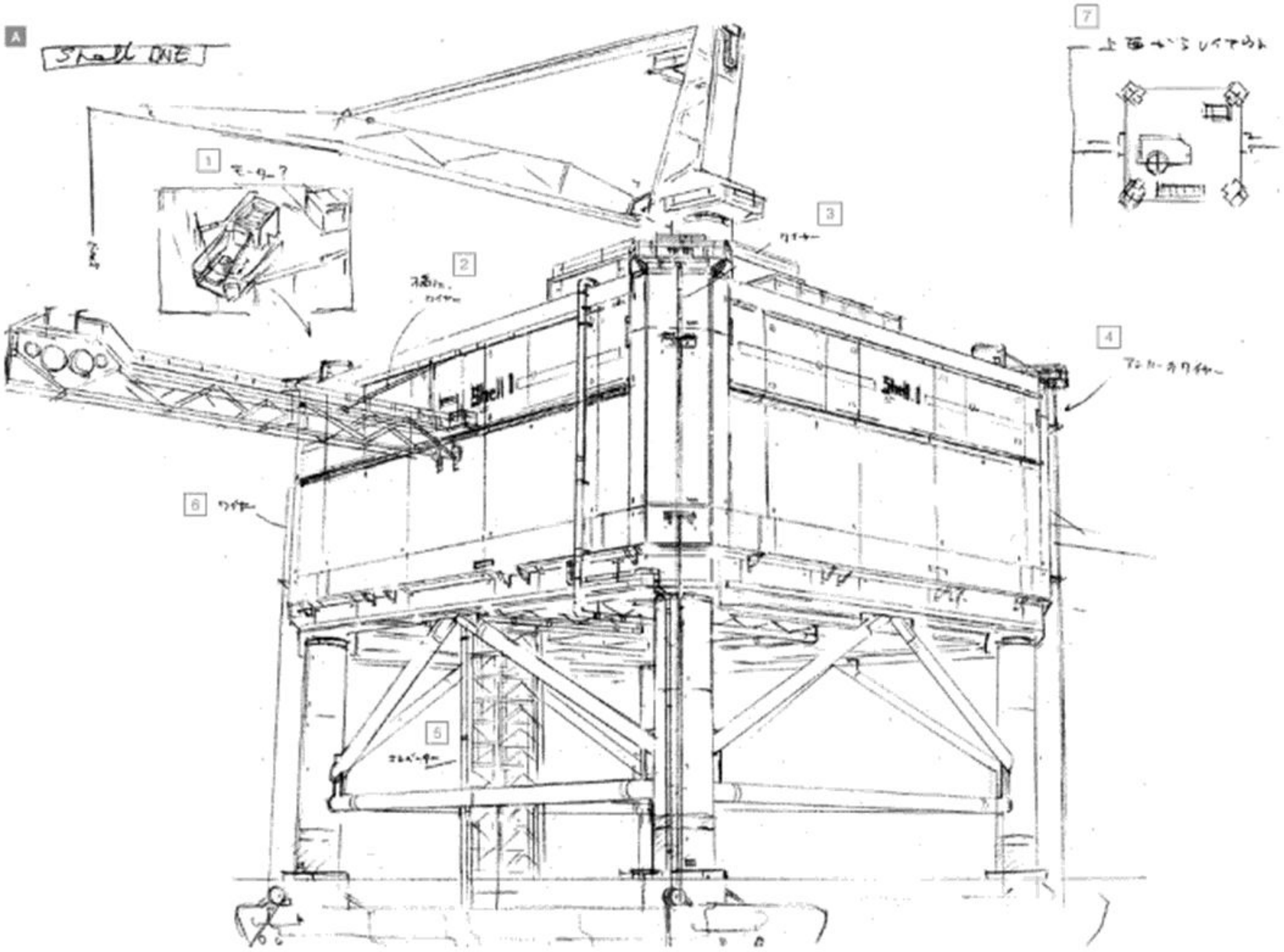
B
1. Beam and wall joining point
2. "Beams" added so that the pillars don't appear to be floating where they connect to the ceiling.
3. Strut E conveyer belt room I
4. Please incorporate the corridor lights for lighting here.
5. Dispatch elevator
6. Refer to separate page for conveyer belt.
7. Lamp
8. Sorting machine

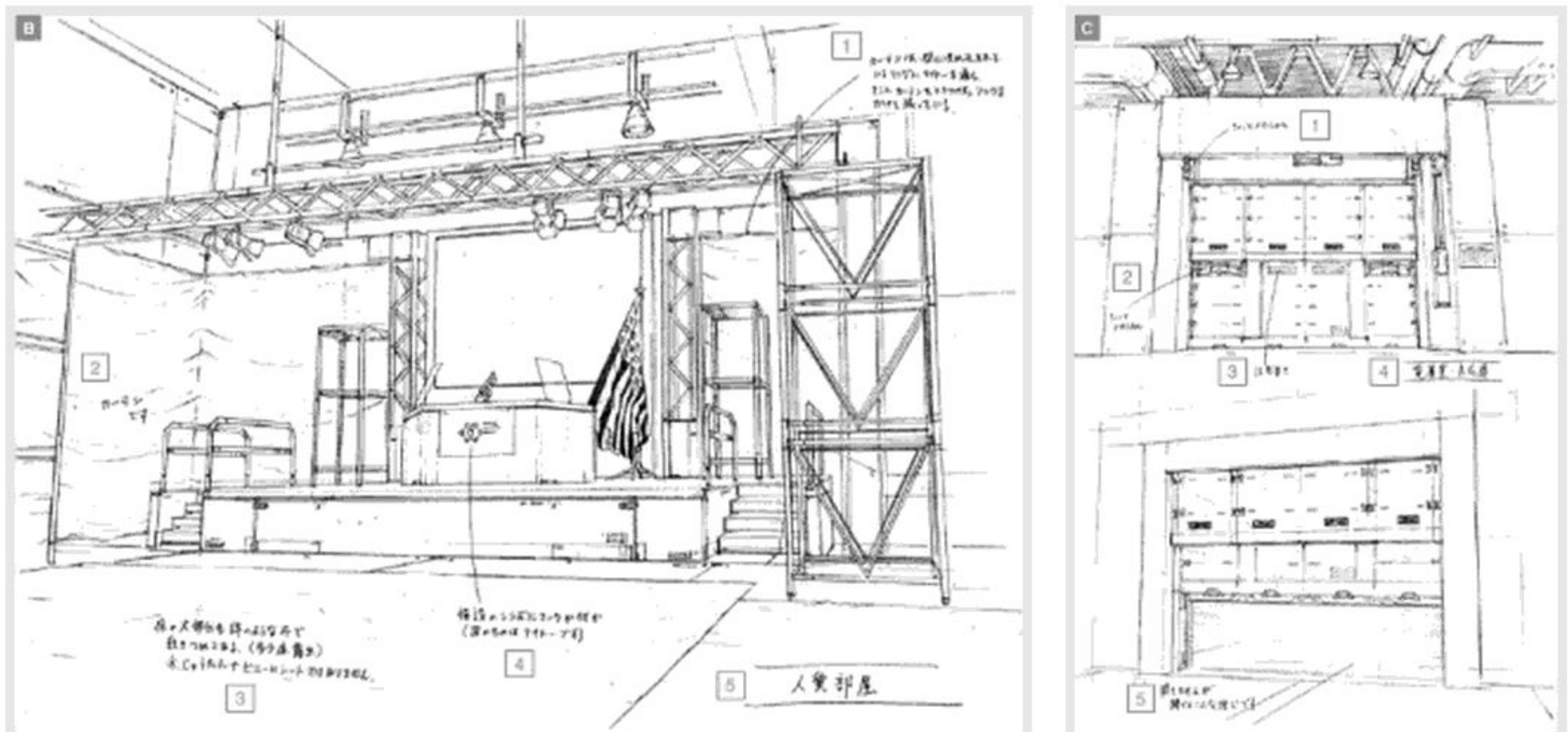
C
1. Rail
2. Strut E conveyer belt room III (dispatch entry that connects to heliport on roof).

D
1. • For walls, refer to Negipon's walls and fences
   • Similarly, the color should be greenish-gray
   The top is a hatch.
2. One on each side, left and right.
3. Indentation. Not empty space.
4. Indentation
5. Indentation
6. Rail
7. Should we model the inside in 3D too?
8. Main part is cream yellow
9. White lettering
10. Cords
11. Roof concept

E
1. Strut E conveyer belt room II
2. Traffic signal-style lamp
3. This is a cover that can be opened or closed from the right ride.
4. Emergency stop/restart button
5. Platform to get onto conveyer belt.
6. Line that also indicates conveyer belt boarding platform.

Матеріал, захищений авторським правом





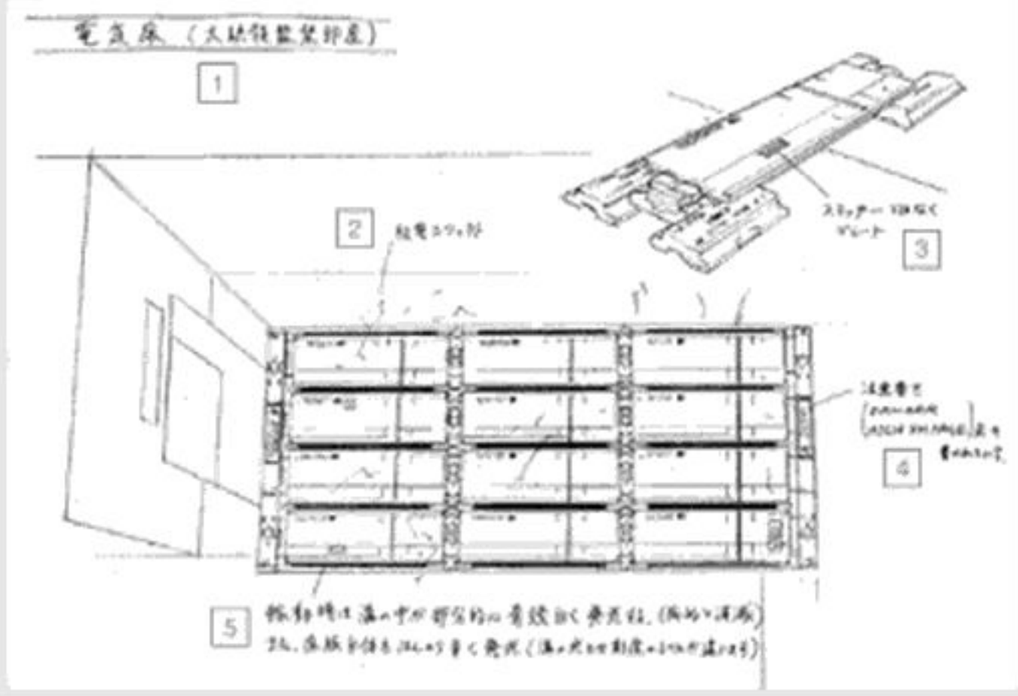
A
1. Motor?
2. Wire connected to bridge
3. Wire
4. Anchor wire
5. Elevator
6. Wire
7. Layout from above

B
1. The curtain is hung from a wire that passes through rings fixed to the wall. Hooks attached to the curtain are hung from it.
2. Curtain
3. Most of the floor is also covered with a cotton-like cloth (a little bit of the floor is exposed).
   • This is not carpeting or a vinyl sheet.
4. Symbol of the institution or the like (this drawing is only vague).
5. Hostage room

C
1. Some mechanisms exposed
2. Some mechanisms exposed
3. Warning notice
4. Computer room AG door
5. It doesn't open, but if it did it would be like this.

Матеріал, захищений авторським правом

A



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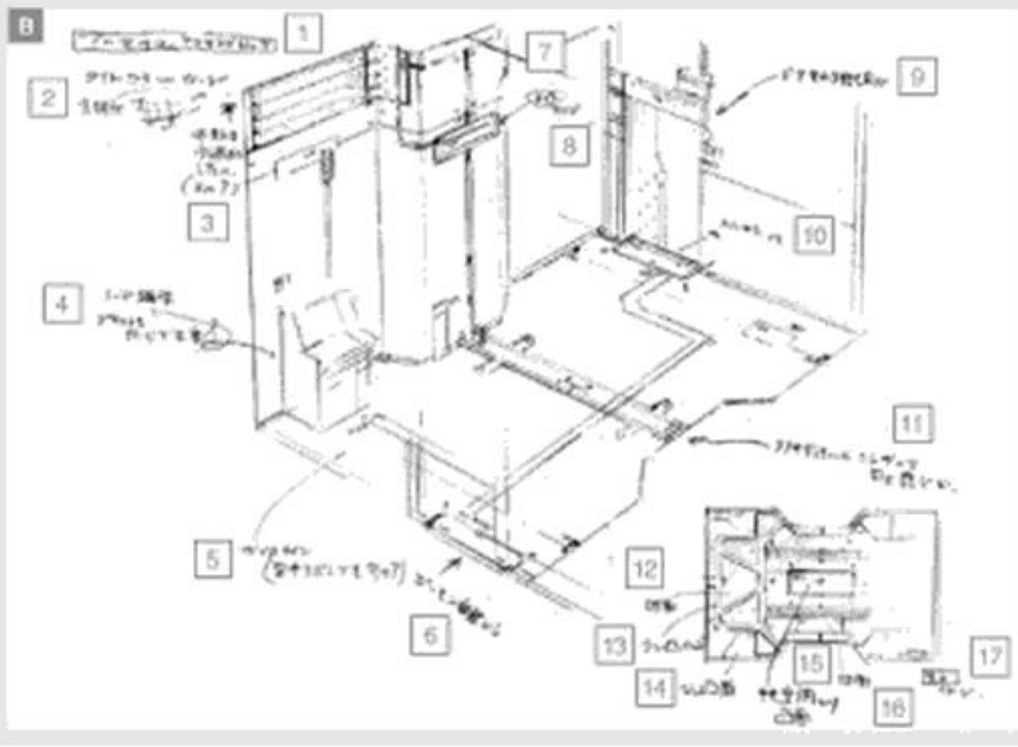
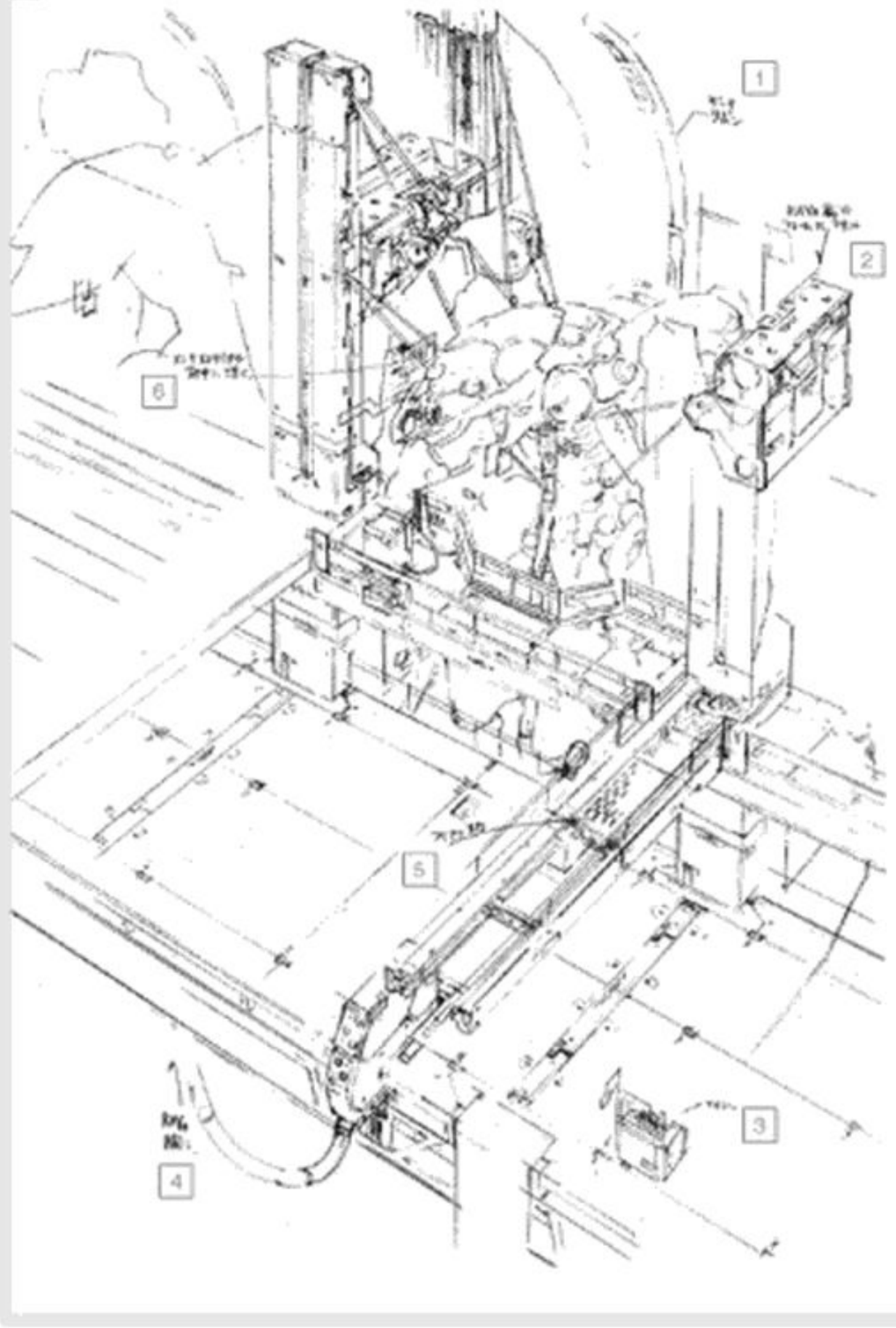
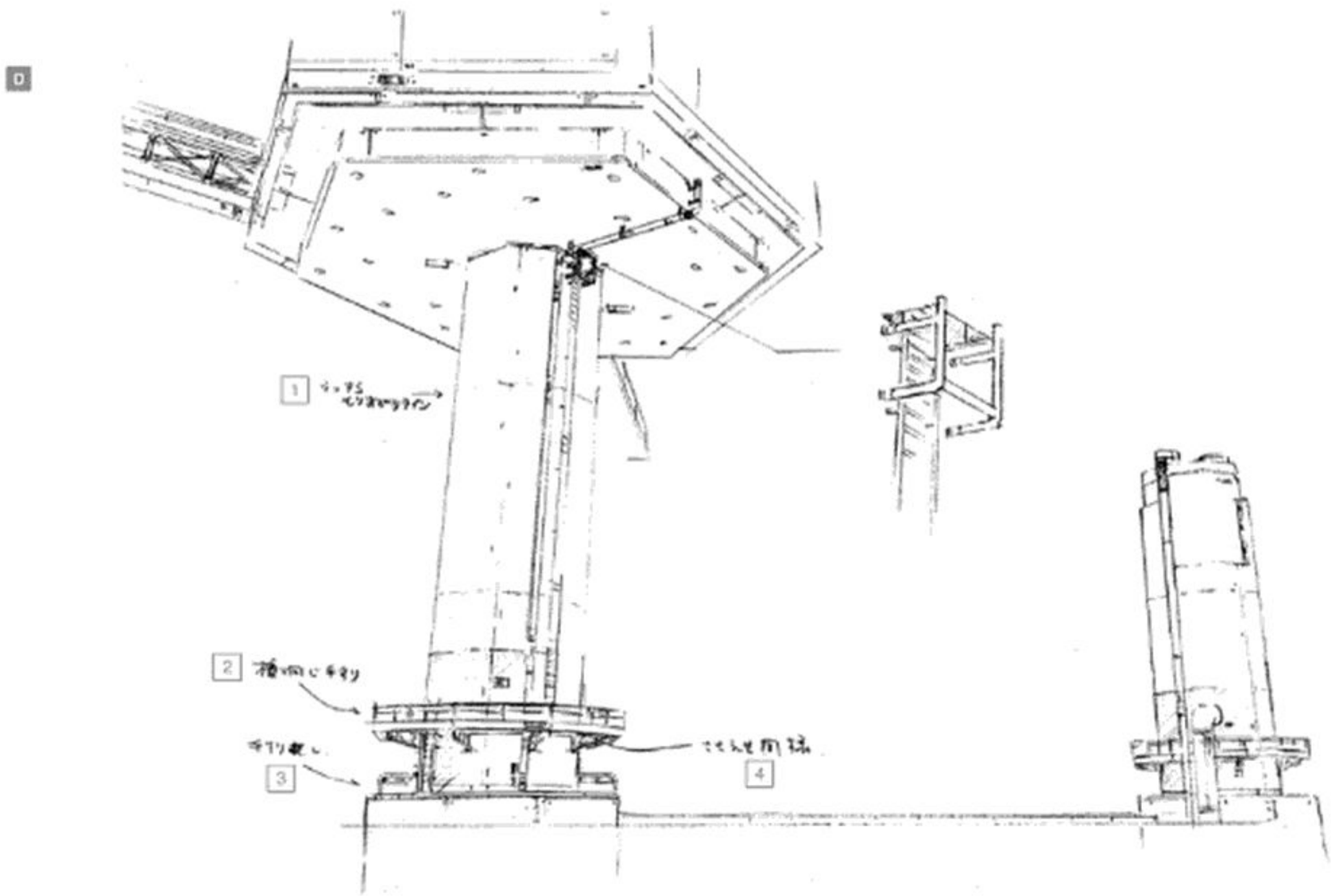


C



D



A 1. Electrified floor (to room where the president is imprisoned).
2. Electric discharge effect
3. Not a sticker
Plate
4. Warning notice ("Danger—high voltage," etc.)
5. When in operation, the channels glow blue-green-white from the inside (ceases upon death). Also, the base plates themselves glow slightly blue (saturation of a different level than the light from the channels).

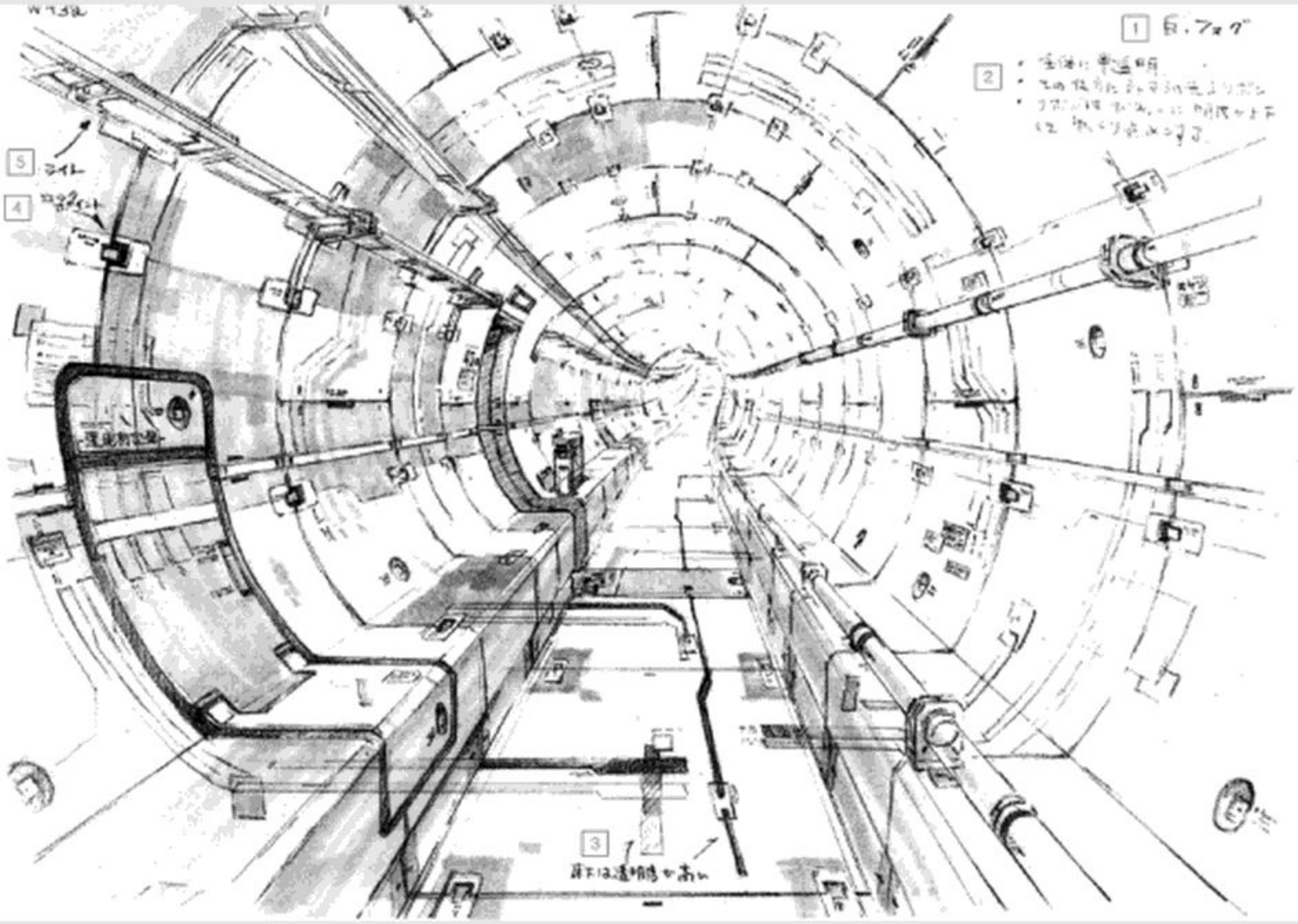
B 1. Arsenal access block
2. Light coloring
Orange overall
3. • I'd like the ceiling to be slightly lower (3 m?).
4. Node terminal. Same as the Plant okay?
5. Guideline (can we have a ribbon in the air?)
6. From the torture room
7. Light
8. Orange
9. Same as what's around the doors, etc.
10. To hangar
11. Connection detail. Similar to the hangar.
12. Indented surface
13. Slightly raised
14. Slightly raised
15. Center is air conditioning. Raised surface.
16. Indented surface
17. Ceiling concept

C 1. Data ribbon
2. Mounted on the frame at RAY's shoulder
3. Microcomputer
4. From RAY's chest
5. Grating
6. Maintenance data floating in midair

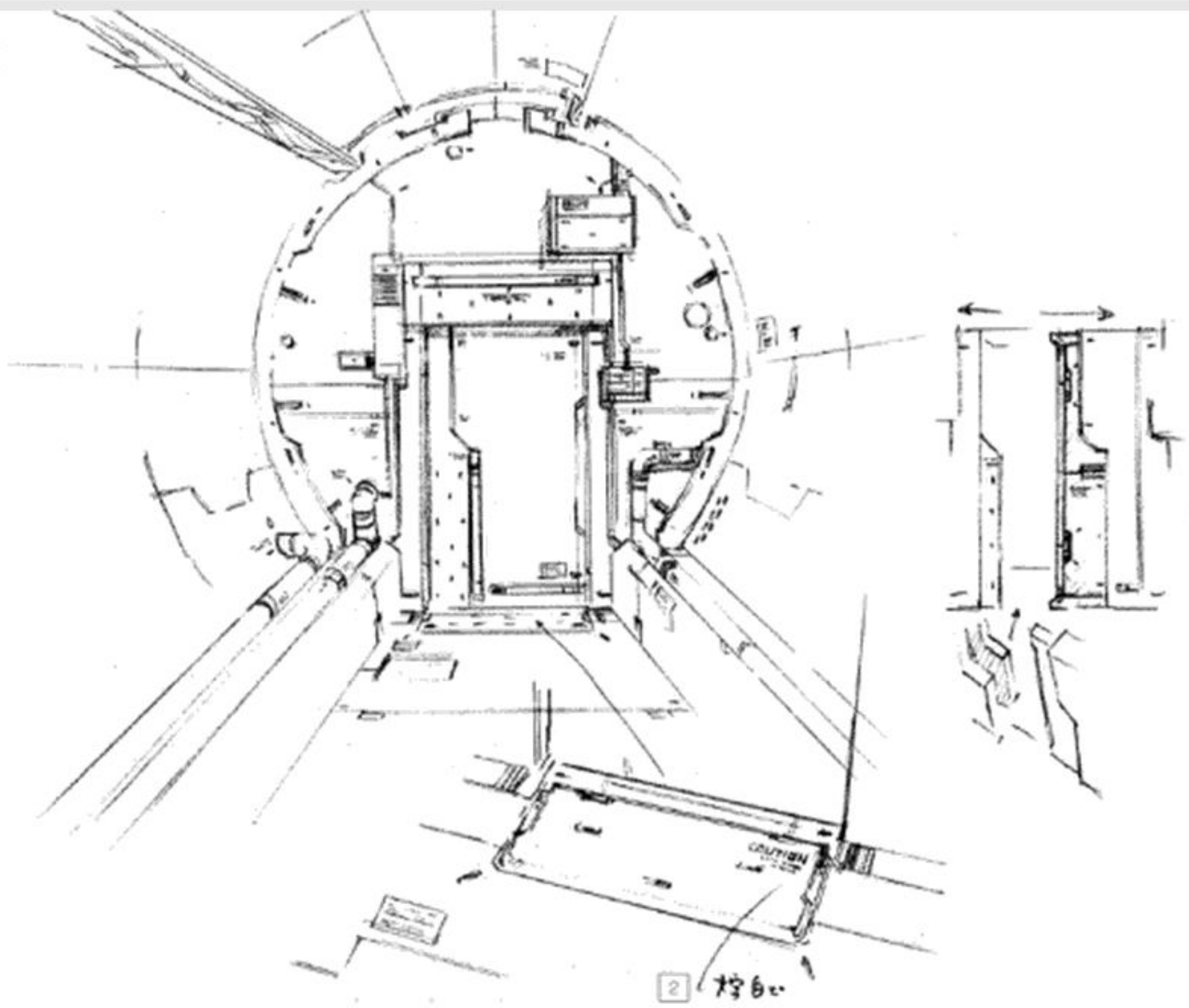
D 1. Slightly raised line
2. Same handrail as bridges
3. No handrail here
4. Supports are similar

Матеріал, захищений авторським правом

A



B

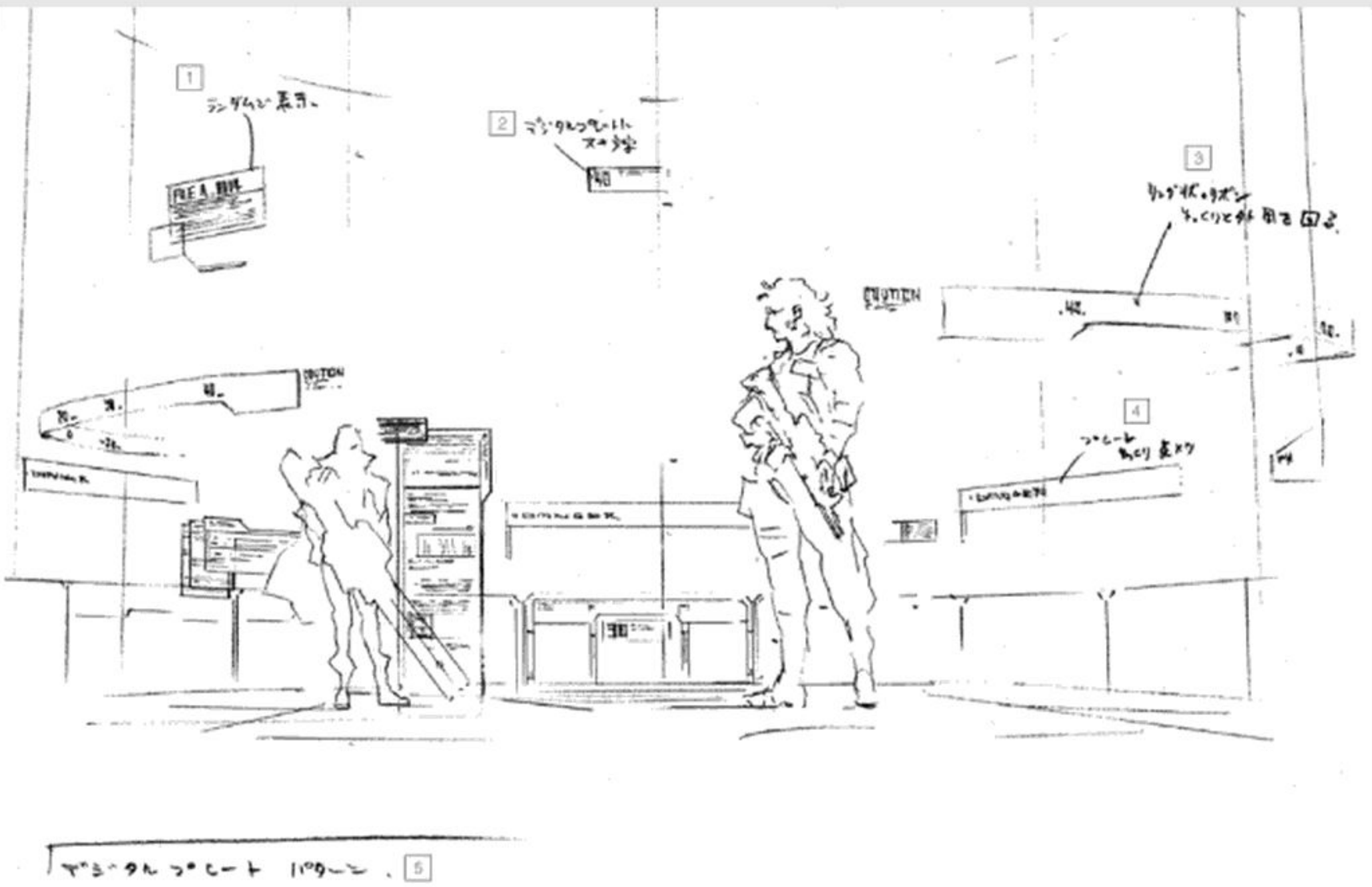


A 1. White fog
2. • Semitransparent overall
• A faintly glowing ribbon at the back
• The ribbon is subtly and slowly going up and down in brightness.
3. Floor is highly transparent
4. Lock point
5. Light

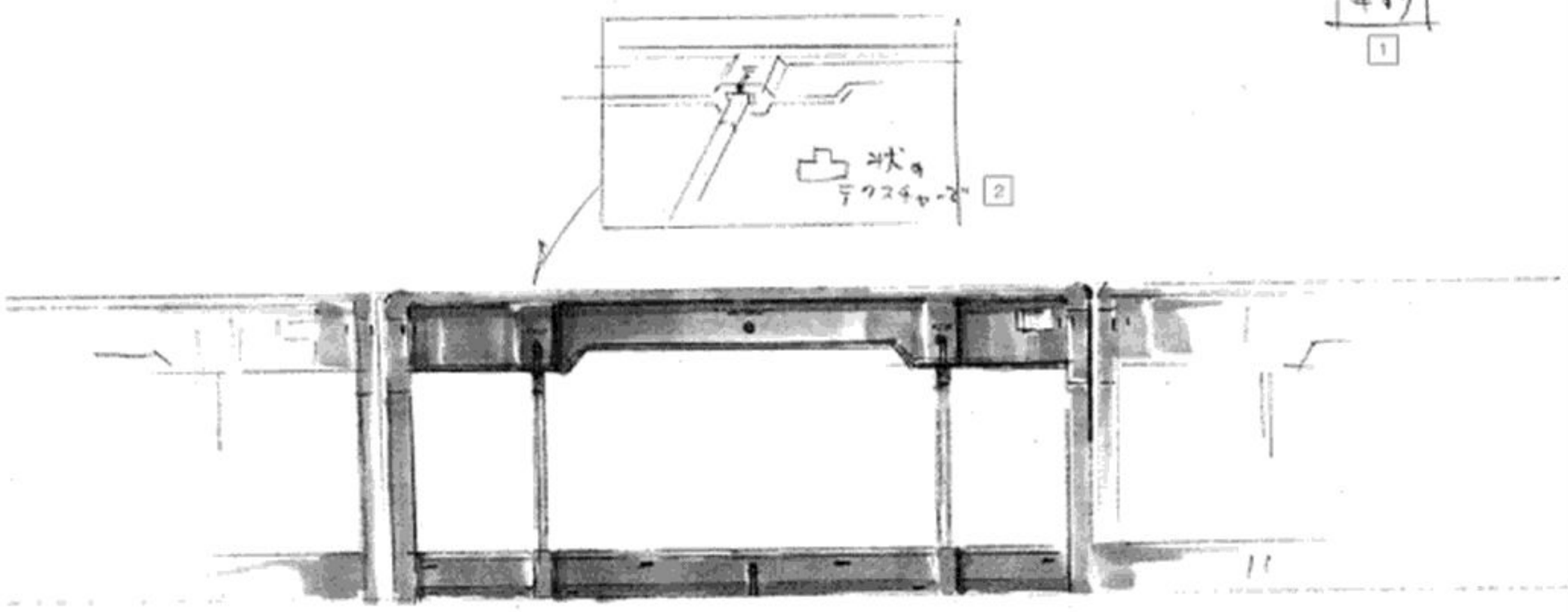
B 1. Ascending gland
2. White lettering

Матеріал, захищений авторським правом

A



B



A 1. Random displays
2. Negative-space letters on digital plate
3. Ring-shaped ribbon slowly revolving around the exterior
4. Blinking slowly
5. Digital plate design

B 1. Handrails
2. Convex shape

Матеріал, захищений авторським правом

Snake

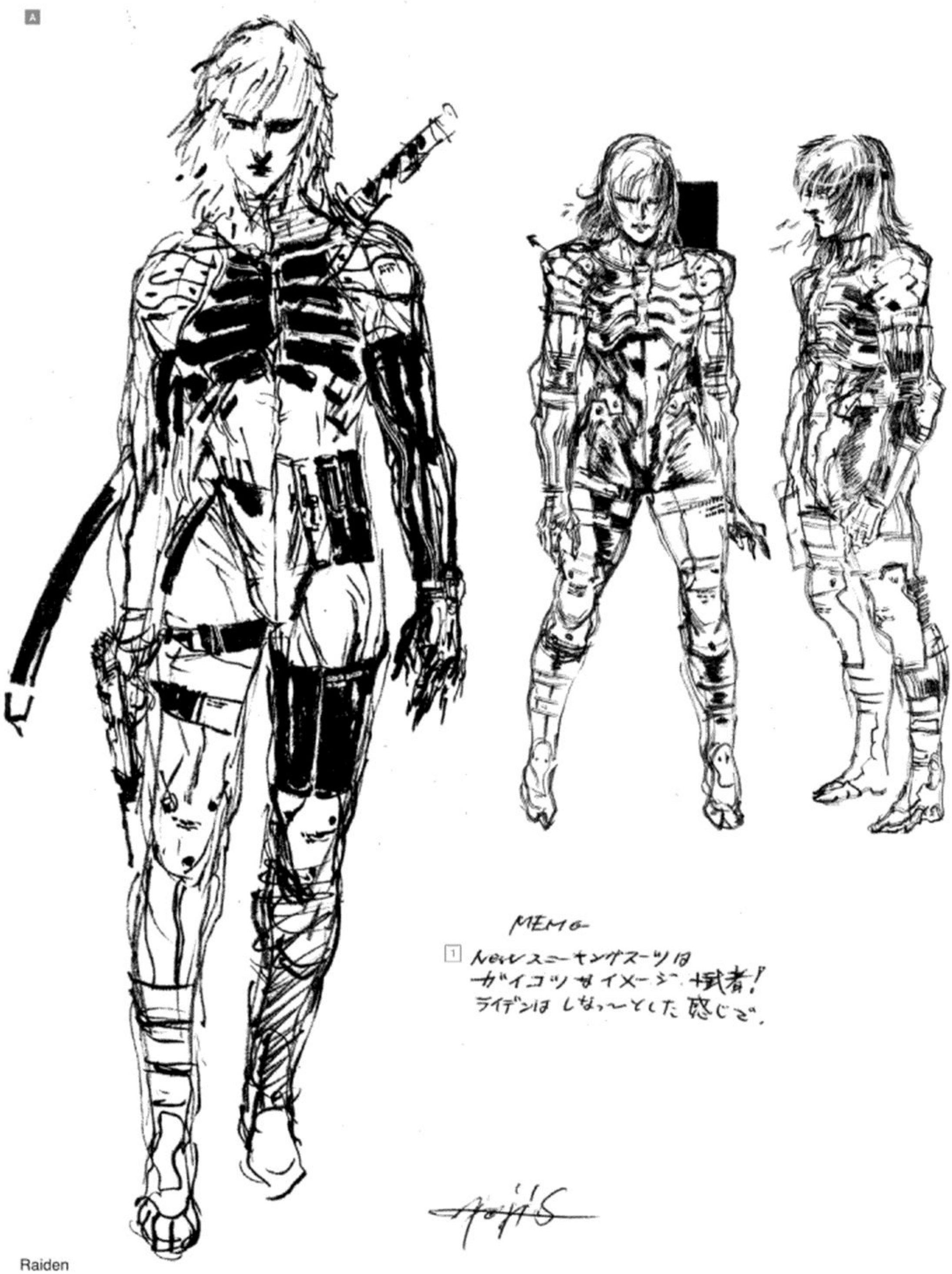
Матеріал, захищений авторським правом

A SOLID SNAKE

A 1. SEALS
I guess he usually wears a flight suit on a mission like this. There is no rank insignia on the combat uniform, but I'd like it so if he doesn't wear his bandana, you really can't tell that it's Snake anymore.

Матеріал, захищений авторським правом

A



Raiden

A 1. The new sneaking suit seems both skeletal and warrior-like! Raiden is a little feminine.

Матеріал, захищений авторським правом

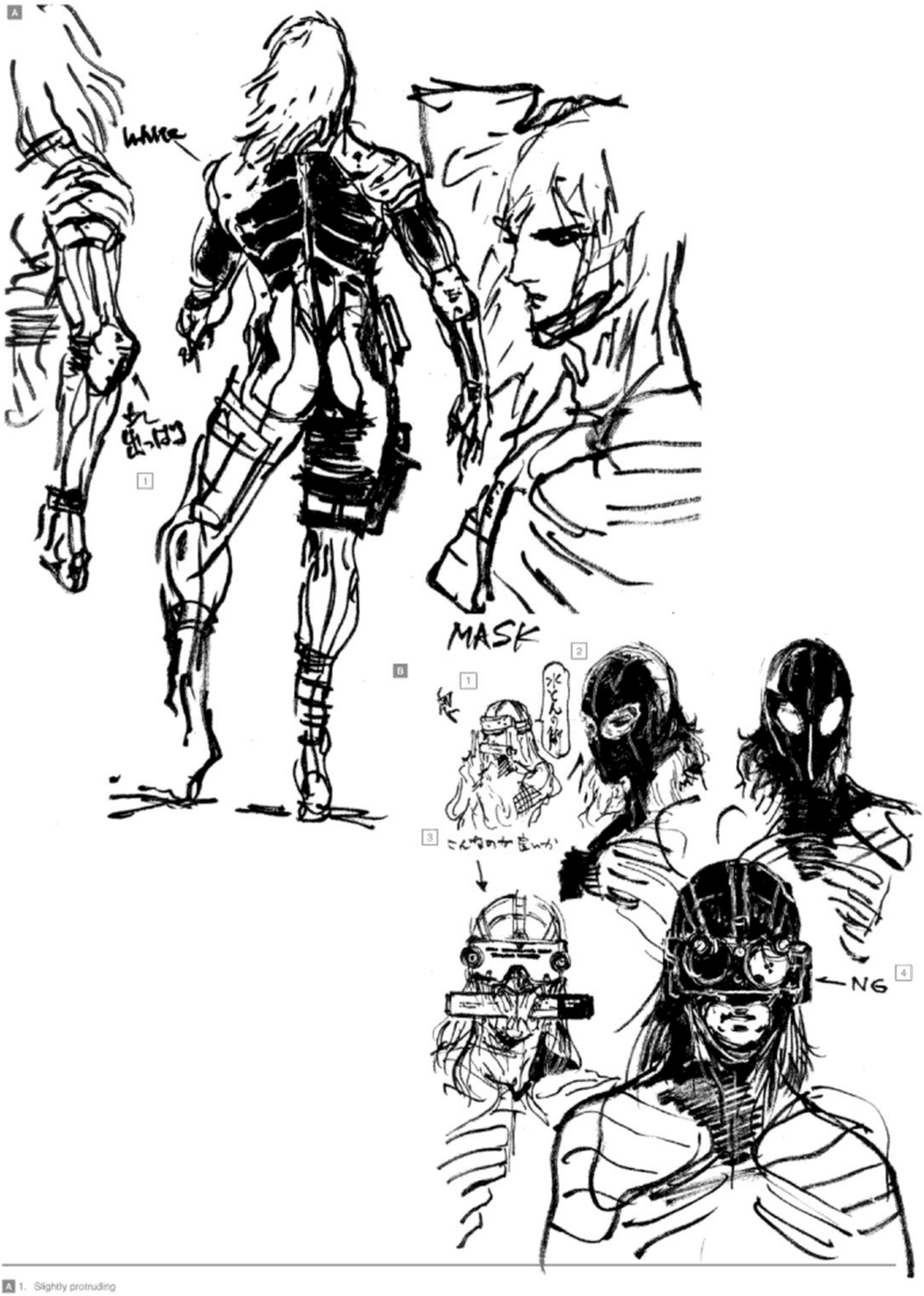
A

2

1

A 1. Raiden
2. Raiden

Матеріал, захищений авторським правом



A 1. Slightly protruding

B 1. Ninja
2. Invisibility via water ninja skill.
3. Maybe like this?
4. Reject

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

A RAIDEN B案 1

A 1. Raiden—B design

Матеріал, захищений авторським правом

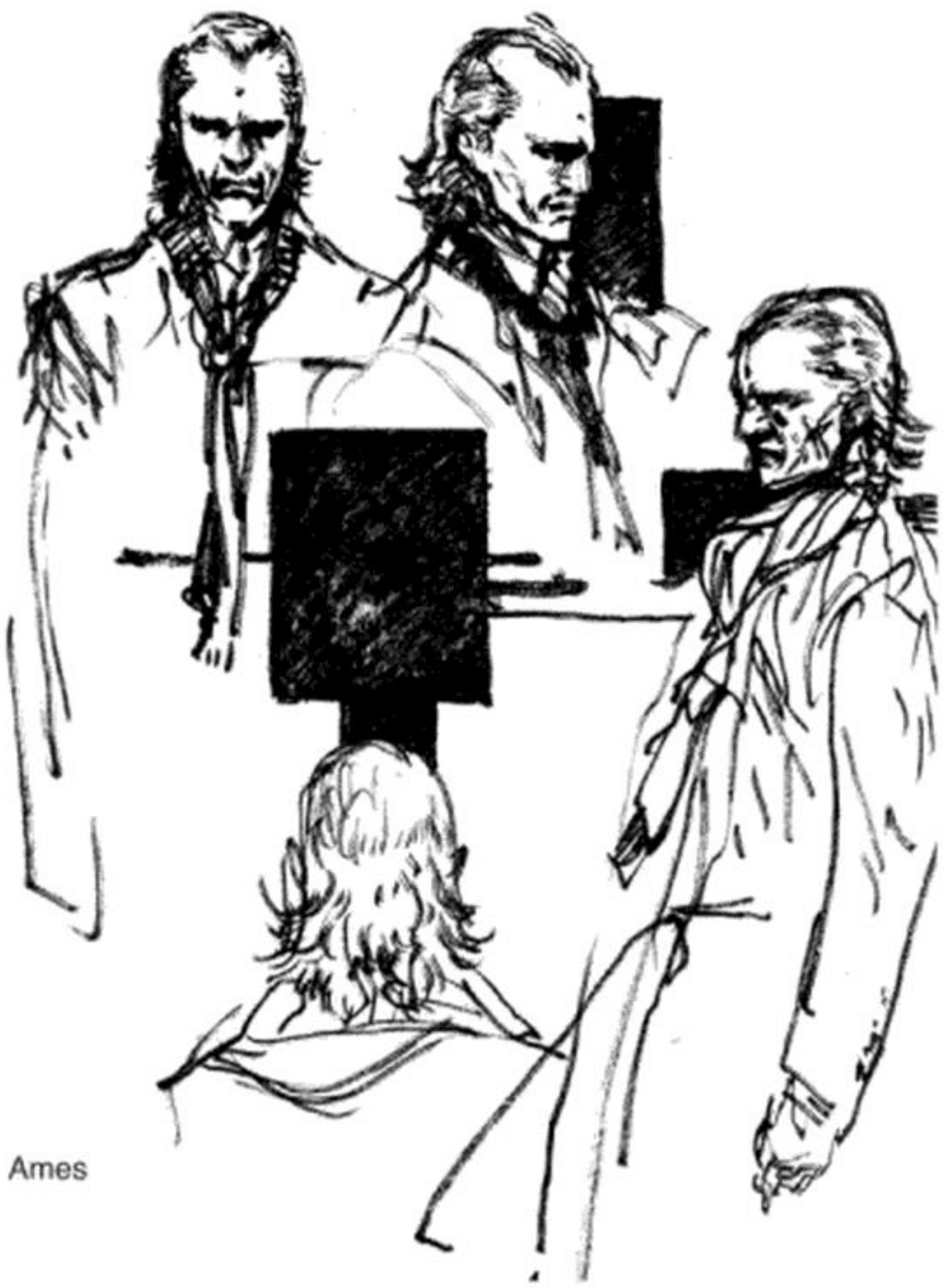
Матеріал, захищений авторським правом

Emma

Матеріал, захищений авторським правом

Rose

Матеріал, захищений авторським правом



Ames

Scott

A

Salaryman

1

メチャ強い普通のサラリーマン

B

・ドク（博士）・・・・・・・・・・・・・アーセナルギア/ＡＩ開発者

1

Doc (Unpublished)

A 1. Super strong, ordinary white-collar worker.

B 1. Doc . . . Arsenal Gear AI developer

Матеріал, захищений авторським правом

Old Man
(Unpublished)

Ed (Unpublished)

A

Seal

Sergei

Olga

A 1. US SEAL Team Alpha and Snake
2. Headset for leaders only
3. Lettering in white
4. Rappelling rope
5. Side zipper
6. Lettering
7. Lettering
8. Slightly futuristic boots

Матеріал, захищений авторським правом

Soldiers

A 1. Light
2. Gas mask
3. Augmented muscles
4. Muscle controller box
5. Spikes
6. CQB suit

Матеріал, захищений авторським правом

- U.S. Navy SEALs TEAM 6 2030

Матеріал, захищений авторським правом

Olga

Матеріал, захищений авторським правом

FORTUNE

Fortune

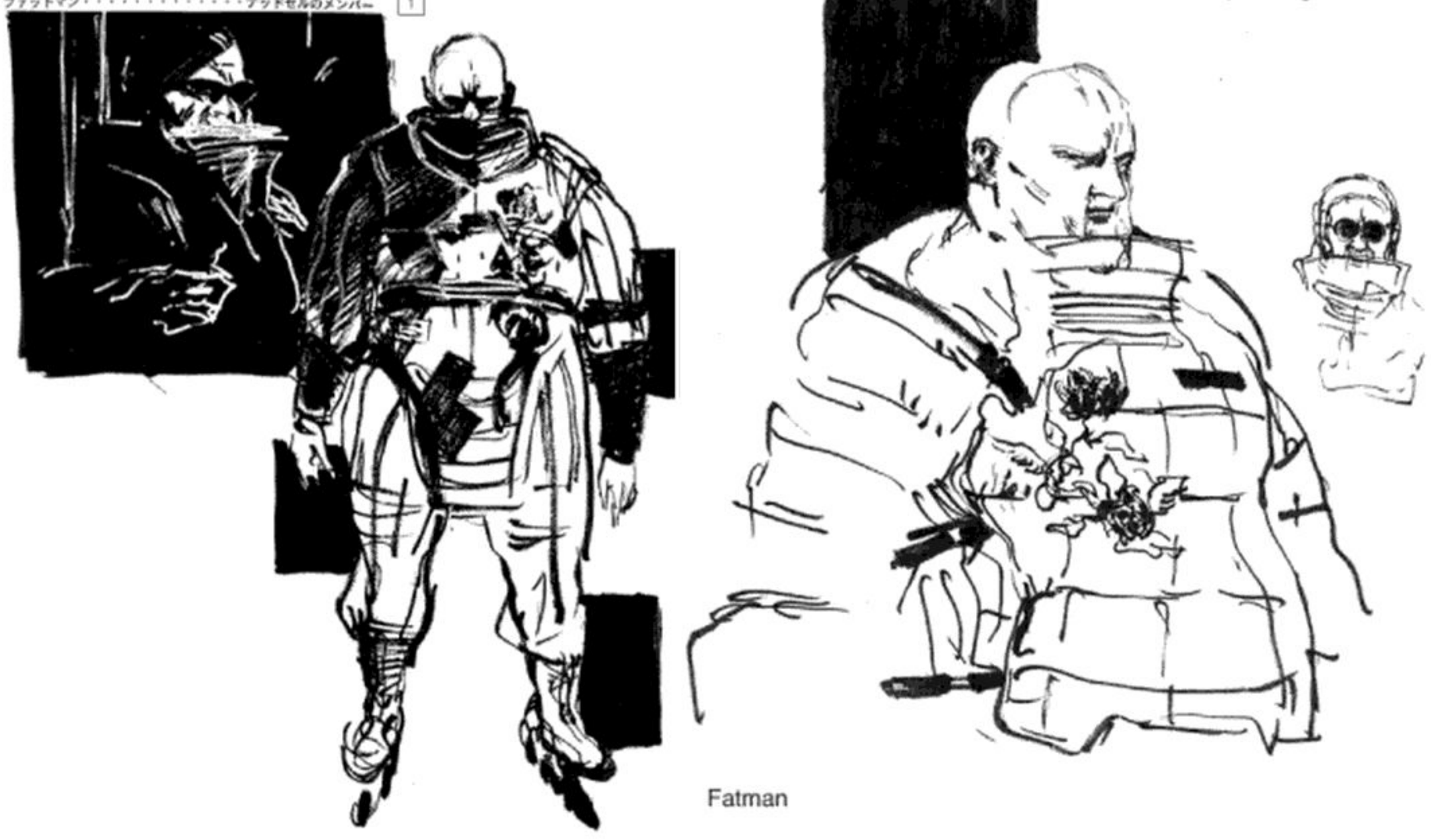
A 1. All Dead Cell members normally hide their eyes with sunglasses or goggles. This is their trademark. When in combat, they sometimes take them off.

Матеріал, захищений авторським правом

Chinaman (Unpublished)

A

・ファットマン・・・・・・・・・・・・・・・・デッドセルのメンバー 1



Fatman

A 1. Fatman . . . a member of Dead Cell

Матеріал, захищений авторським правом

Vamp

Матеріал, захищений авторським правом

A

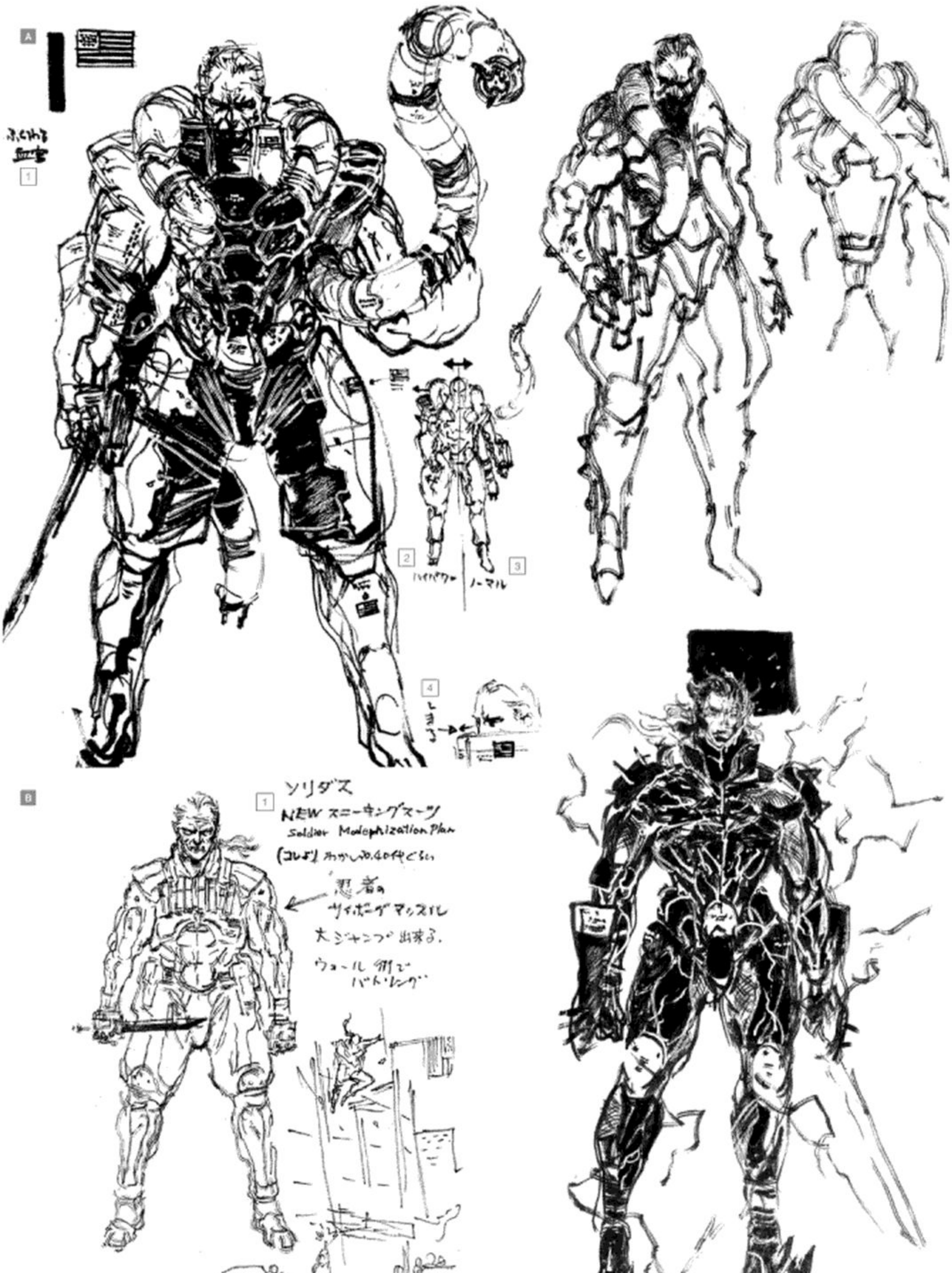
B

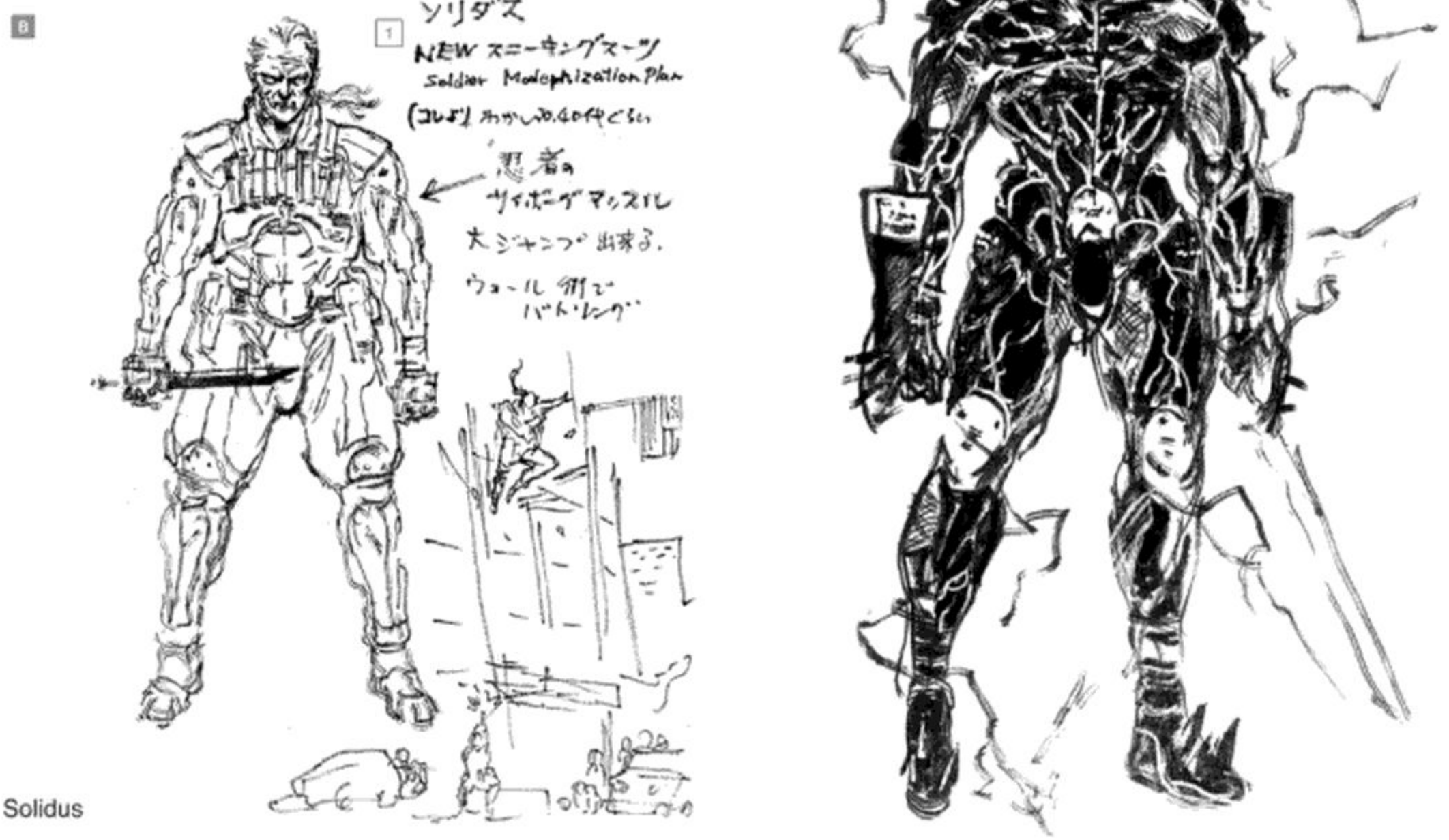
Ocelot

A 1. Rejuvenated by the Liquid arm

B 1. One arm is cybernetic

Матеріал, захищений авторським правом





Solidus

A 1. Swelling veins
2. High power
3. Normal
4. Closed

B 1. Solidus new sneaking suit
Soldier modernization plan
(younger than this, 30s
or 40s)
Ninja cyborg muscles;
can make huge jumps
battling on Wall Street

Матеріал, захищений авторським правом

A

SOLID SNAKE

1

Max
(Unpublished)

2

ソリッドスネーク
ソリダススネーク
オセロット
オールドマン
ゴルルコビッチ
スコット.ドルフ
CIA

B

MAX

1 FORTUNE B案

Rose

Max

Fortune

A 1. Textures so the veins stand out
2. Solid Snake
Solidus Snake
Ocelot
Old Man
Gurlukovich
Scott Dolph
CIA

B 1. Fortune B design

Матеріал, захищений авторським правом

Chinaman

A

けっさょく南極
スネーク.
1

Fortune

A 1. What if Snake was in the old *Antarctic Adventure*?

Матеріал, захищений авторським правом

Snake

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Eva

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

The Boss

Матеріал, захищений авторським правом

A

THE BOSS with Davy Crockett (もう少し大きいですか?) 1

A 1. The Boss with Davy Crockett (maybe it's a bit bigger?)

Матеріал, захищений авторським правом

The Boss

Матеріал, захищений авторським правом

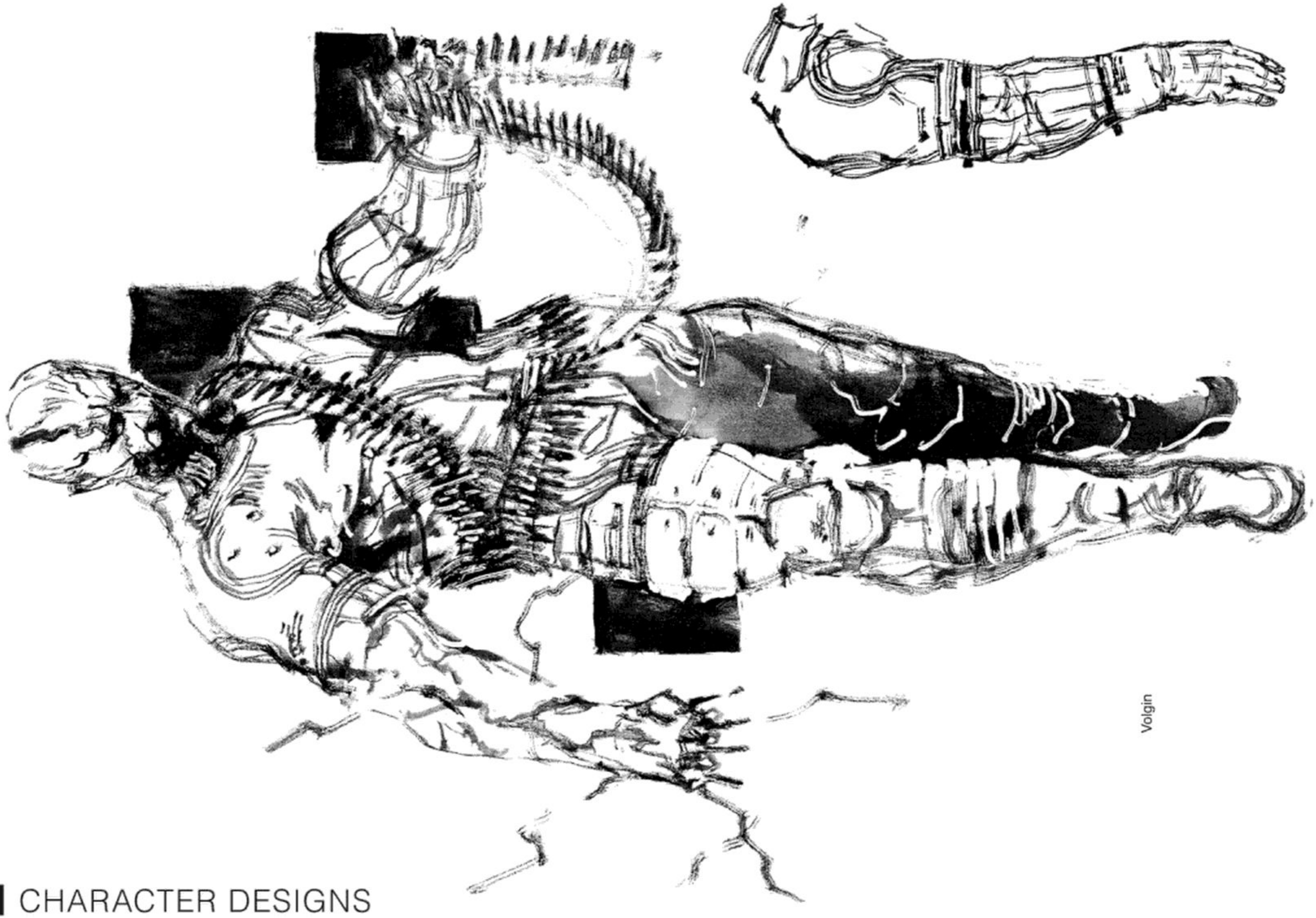
A 1. The Boss in cape, rough sketch

Матеріал, захищений авторським правом

Volgin

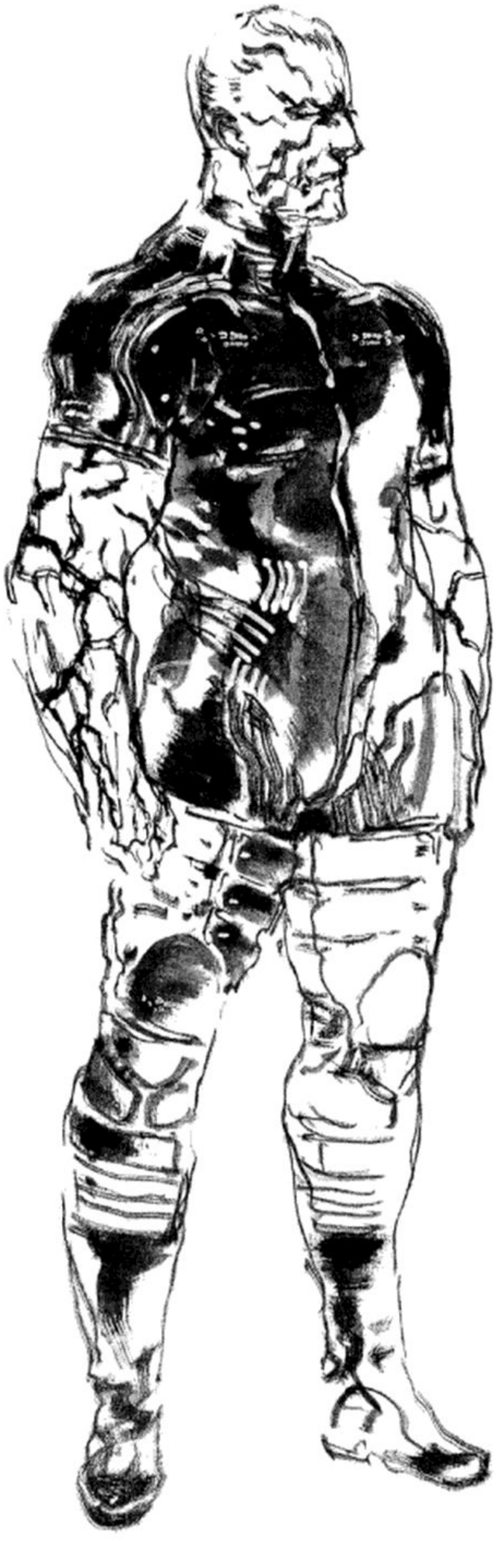
Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

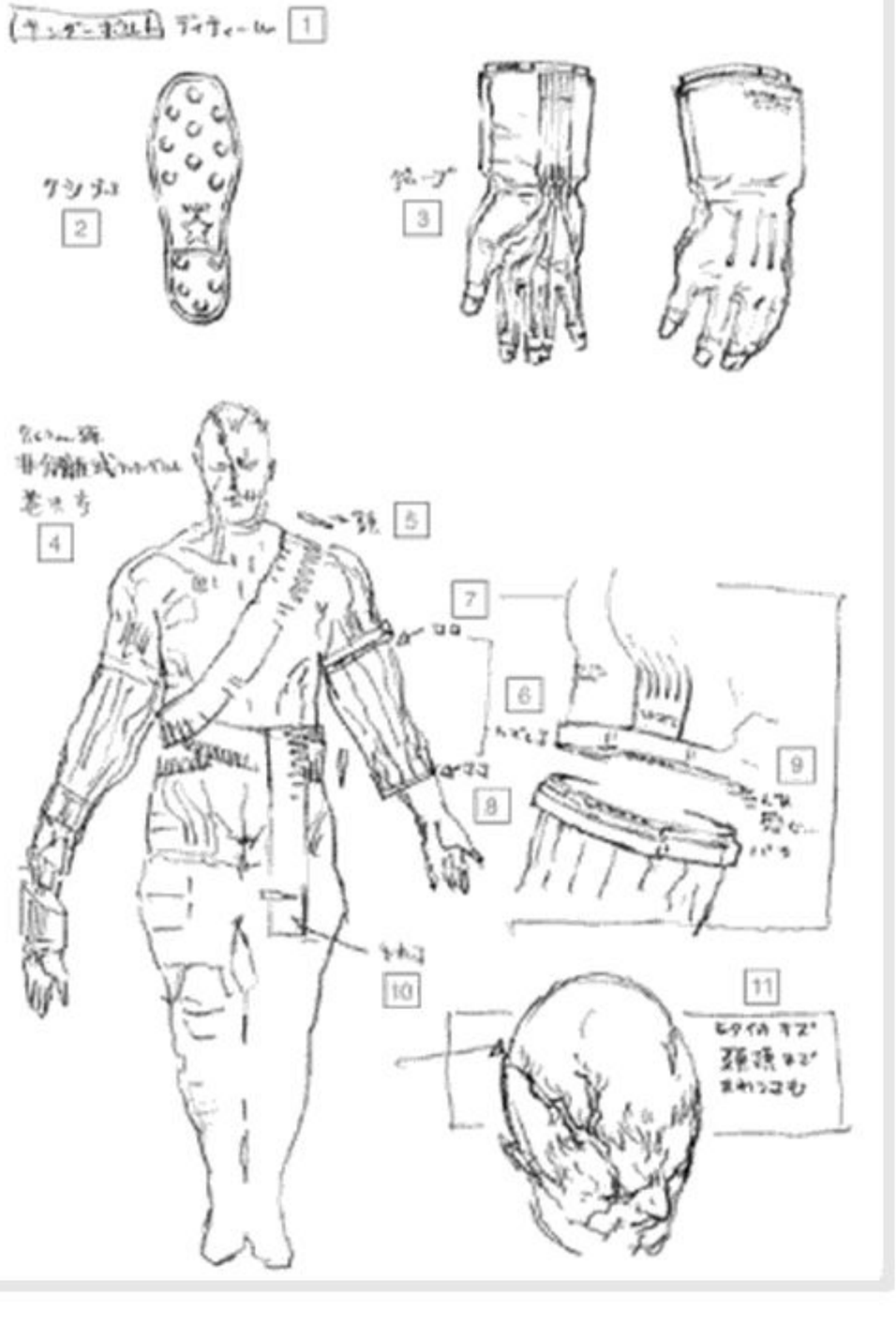


Volgin

Матеріал, захищений авторським правом



A



A 1. Thunderbolt—details
2. Underside of shoe
3. Gloves
4. How to drape the 7.62 mm cartridge nondisintegrating link belt.
5. Bullet nose ➡
6. Detaches:
7. ⬅ Here
8. ⬅ Here
9. Like this . . . *"POP"*
10. Sways
11. Forehead scar extends to back of top of head.

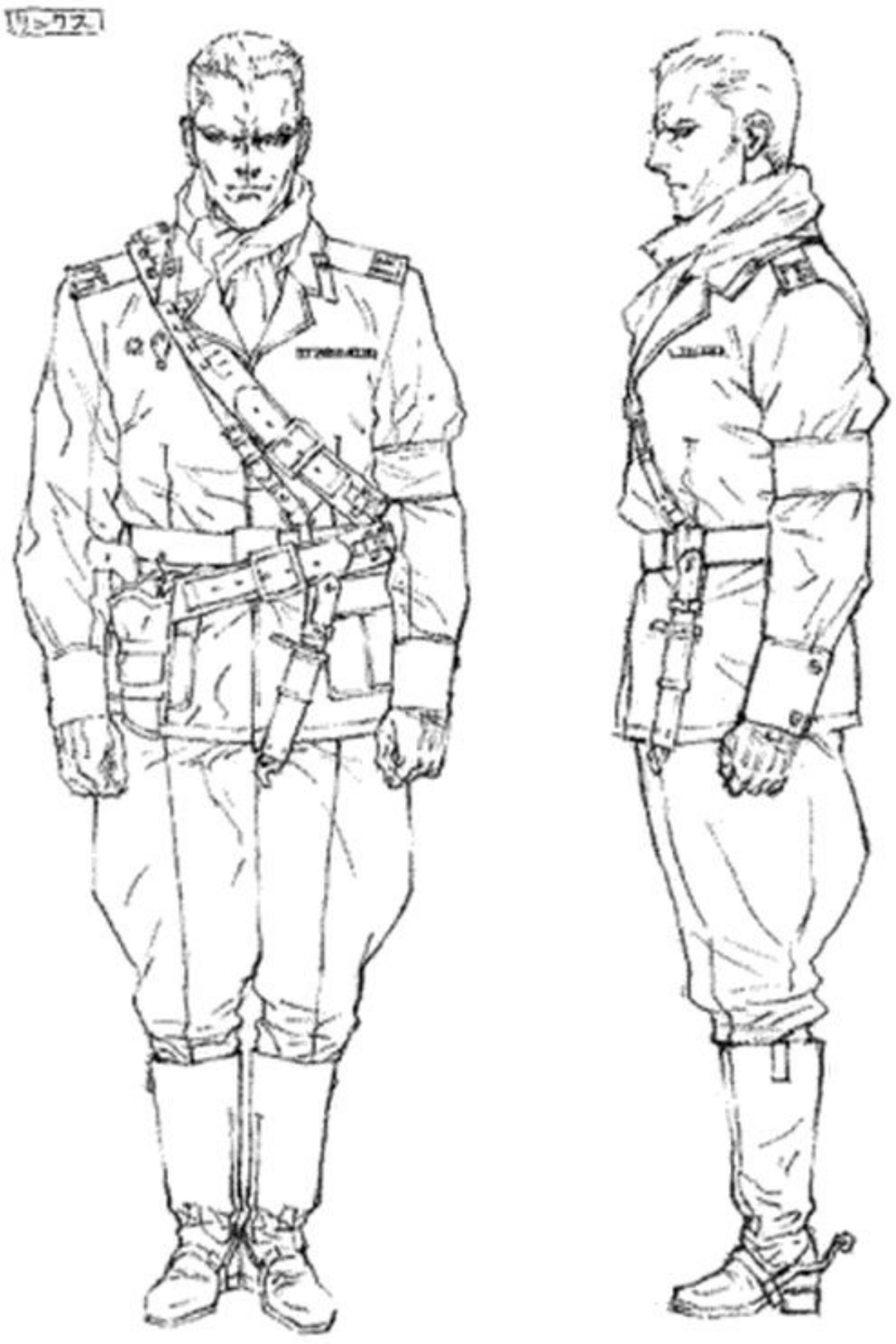
Матеріал, захищений авторським правом

Ocelot

Матеріал, захищений авторським правом

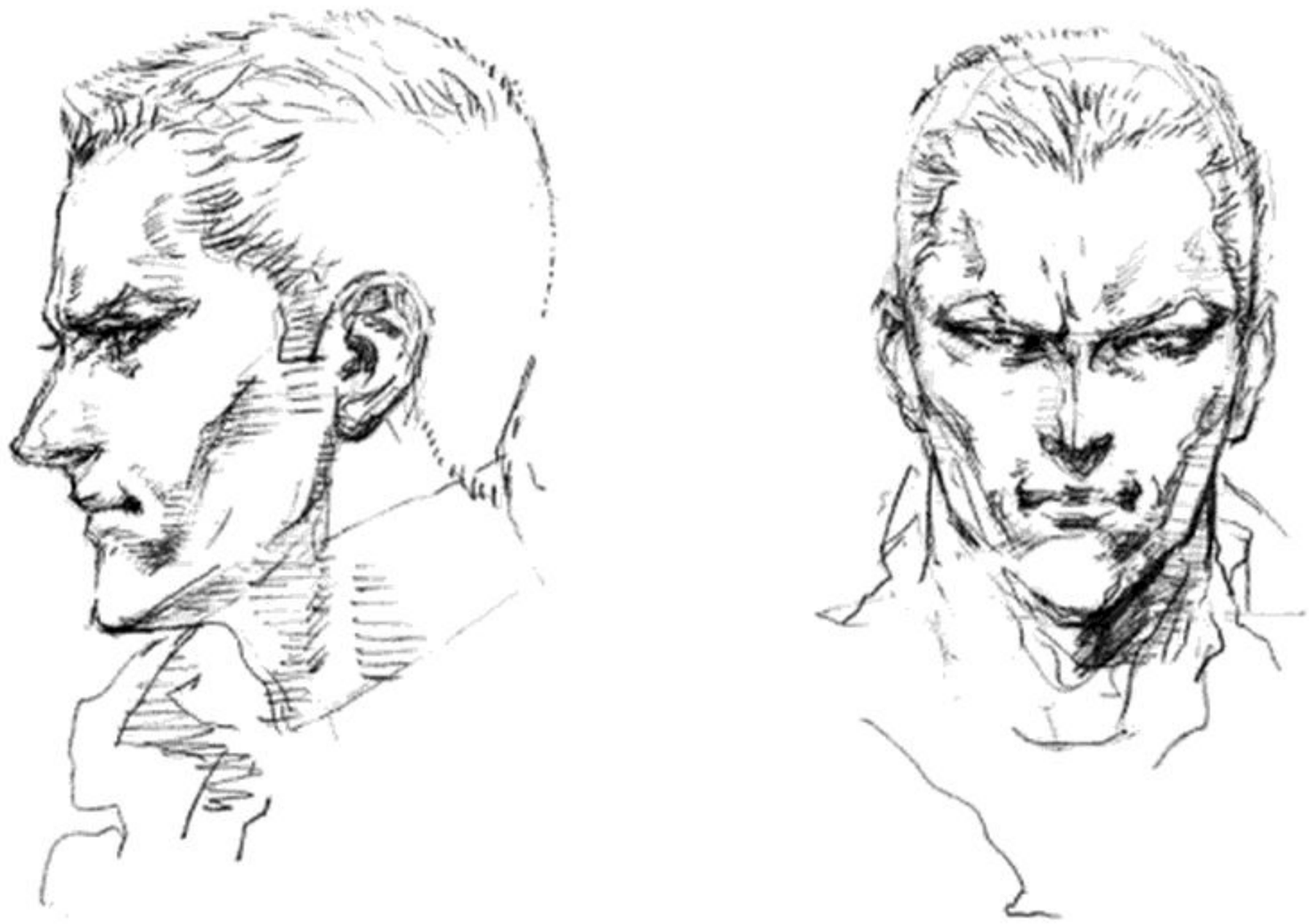
A

1



2

3

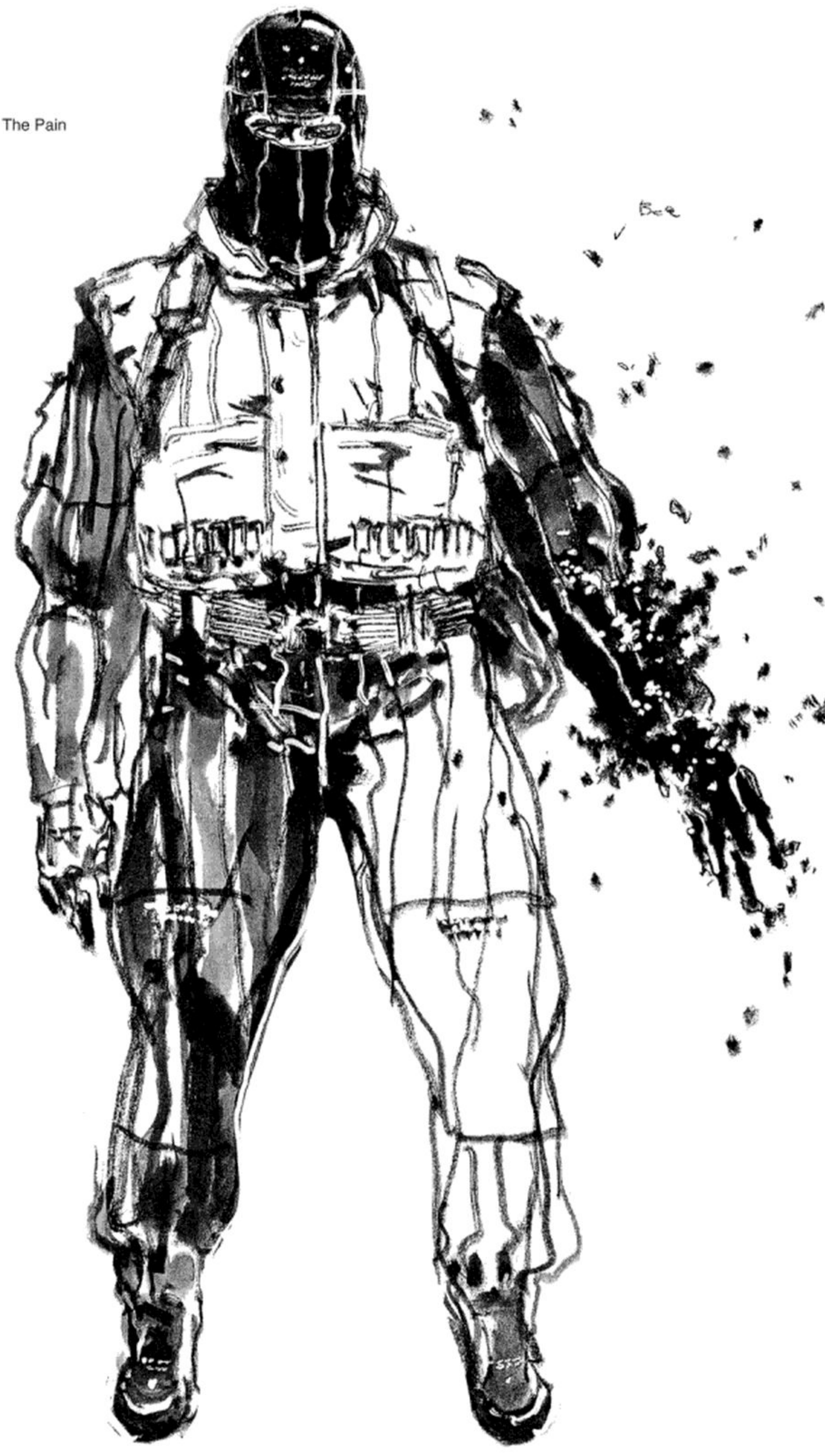


A 1. Lynx*
2. Lynx
3. Ocelot

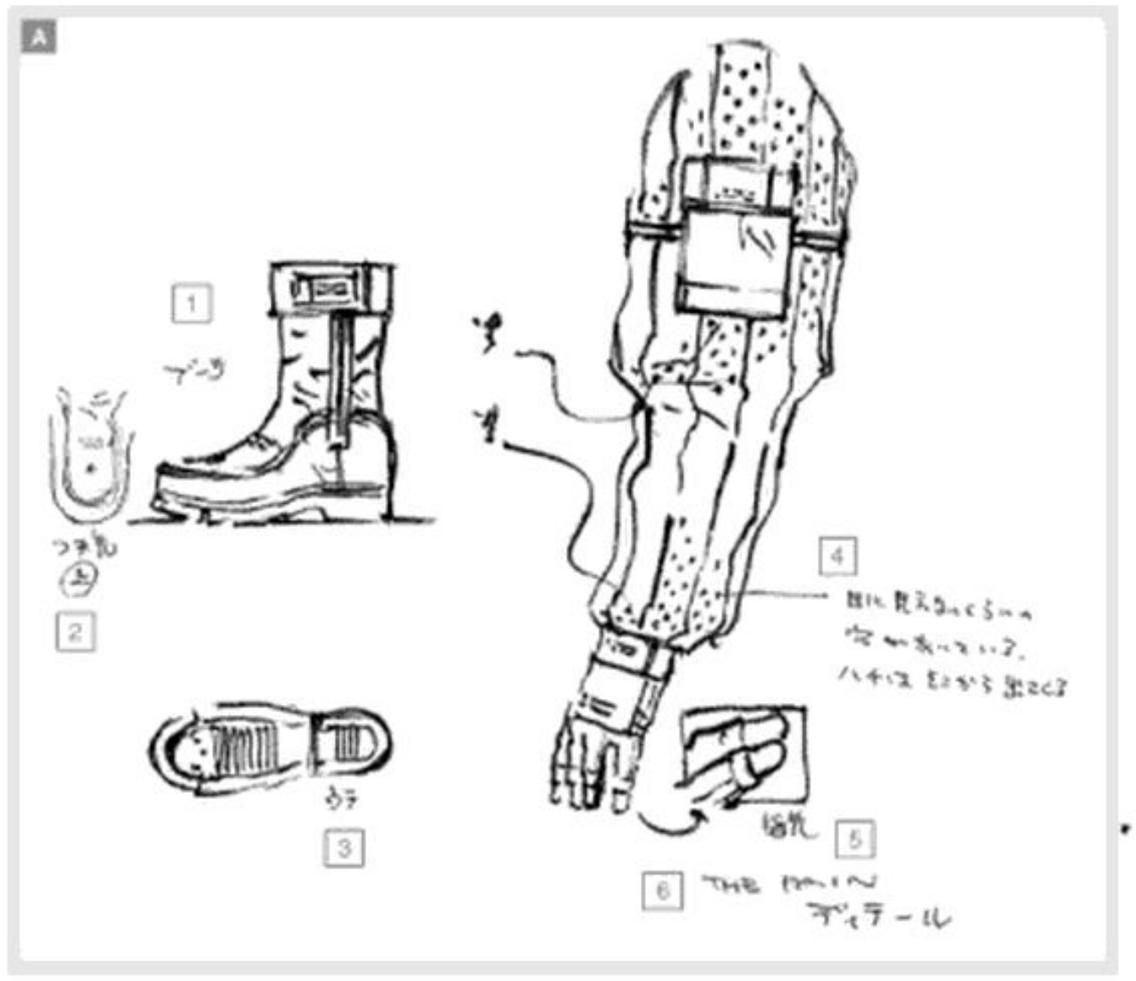
*__Editor's note:__ *During development, Ocelot was originally referred to as "Lynx."*

Матеріал, захищений авторським правом

The Pain



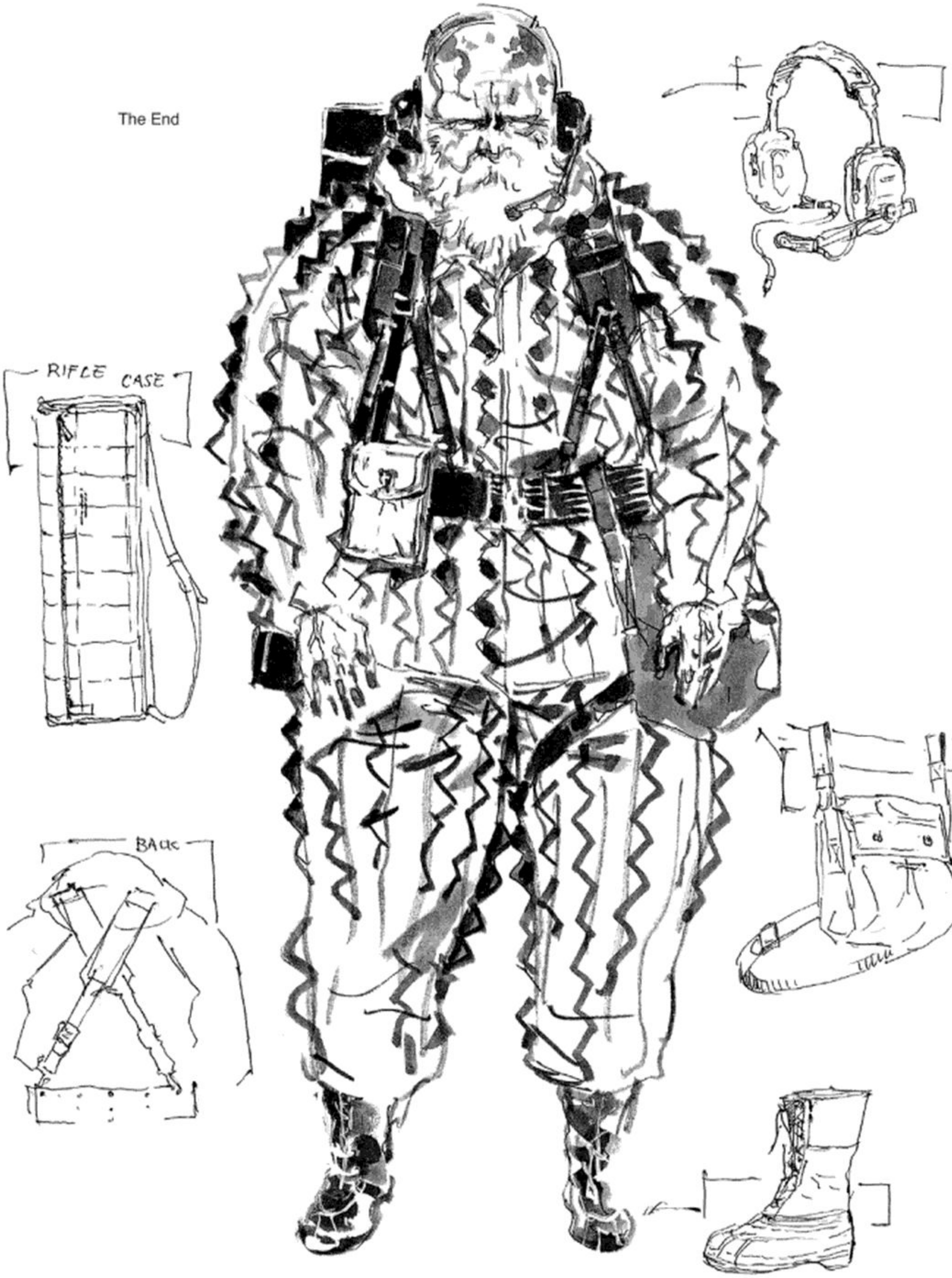
Матеріал, захищений авторським правом



A 1. Boot
2. Toe
3. Sole
4. There are holes big enough to be visible to the naked eye. The hornets emerge from them.
5. Fingertips
6. The Pain
Details
7. The large butt pack is like a hornet's rear end . . .

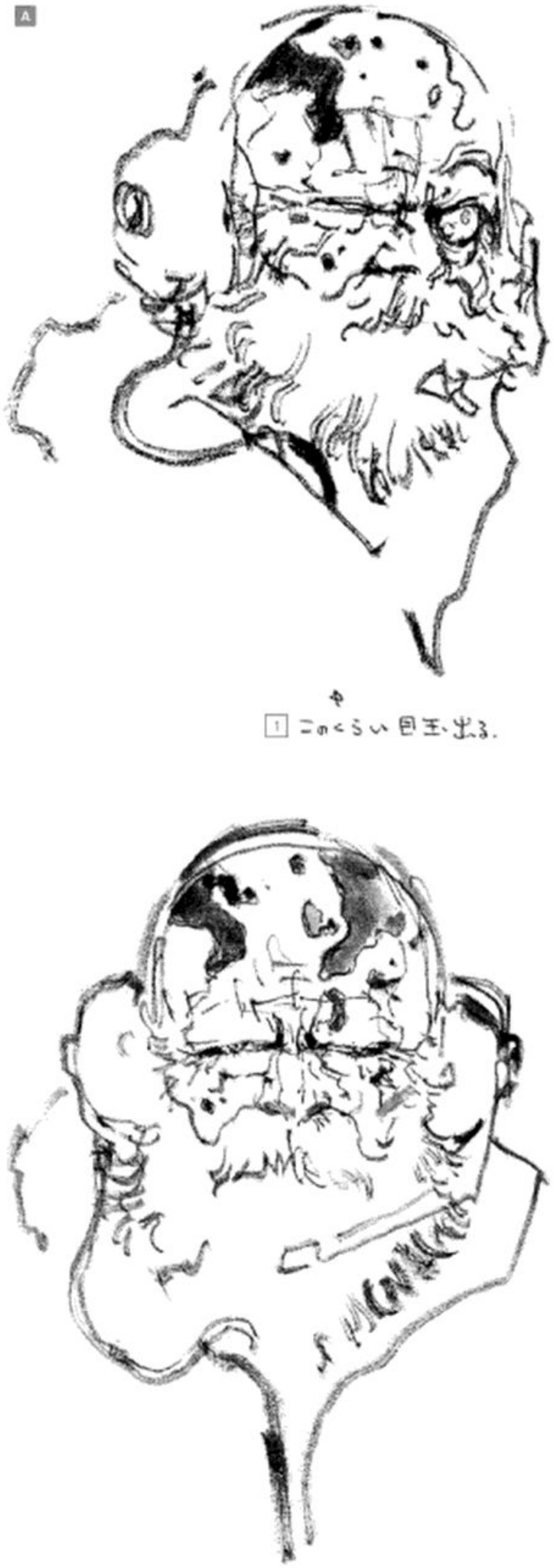
Матеріал, захищений авторським правом

The End



Матеріал, захищений авторським правом

A



A 1. His eyes can protrude about this much.

Матеріал, захищений авторським правом

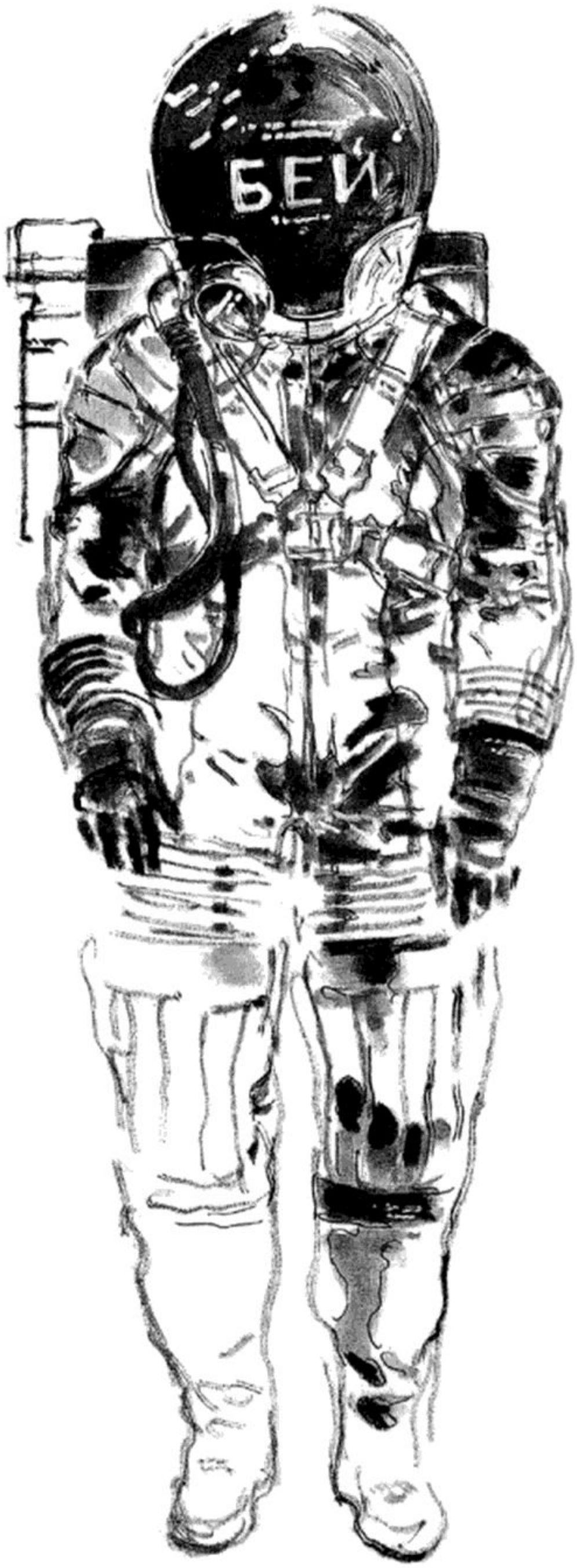
The Fear

Матеріал, захищений авторським правом

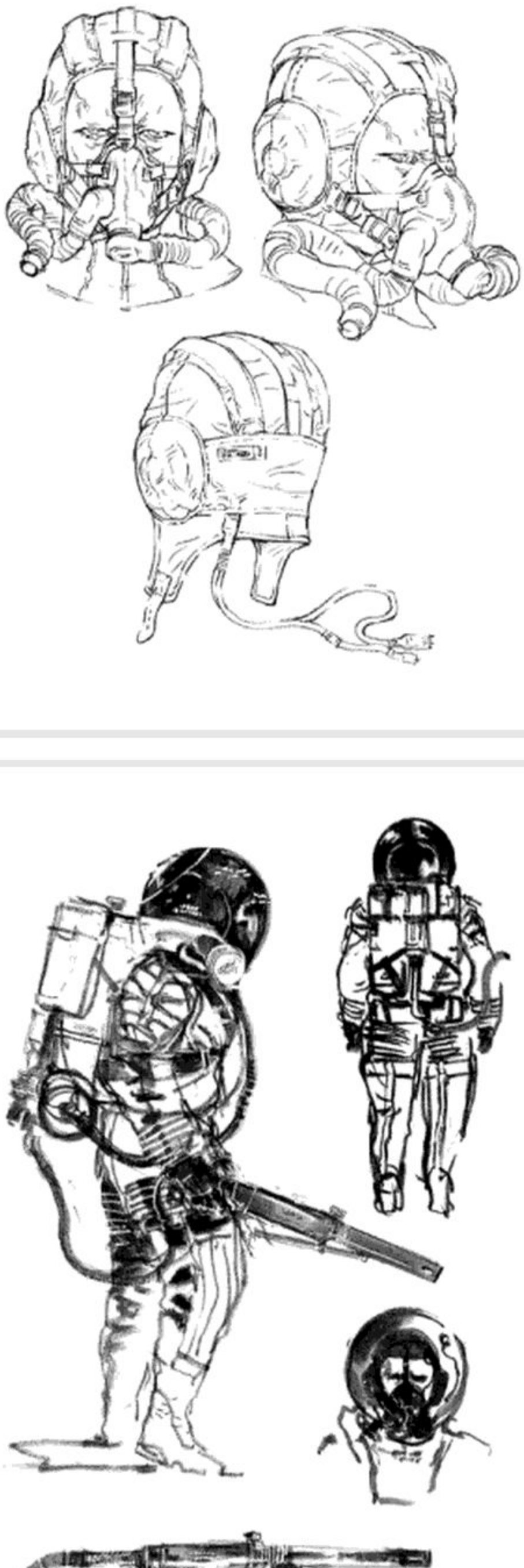
THE FEAR
SPIE RIGGING HARNESS

A 1. Turned-up chin
2. Long tongue
3. Able to bend his joints backward.

Матеріал, захищений авторським правом



The Fury



Матеріал, захищений авторським правом

A

The Sorrow

A 1. Napalm
⬇
Flames
⬇
Rain
⬇
Appears
2. Parka
3. It always rains whenever the Cry" shows up . . .
4. Tears of blood
5. *"SPLICH"*
6. His glasses break

***Editor's note:** During development, the Sorrow was originally referred to as "the Cry."*

Матеріал, захищений авторським правом

Para-Medic

Матеріал, захищений авторським правом

Mr. Sigint

MR. SIGINT
M/S FIELD MARKER*

Zero

*Editor's note: Parka.

Матеріал, захищений авторським правом

Sokolov

Granin

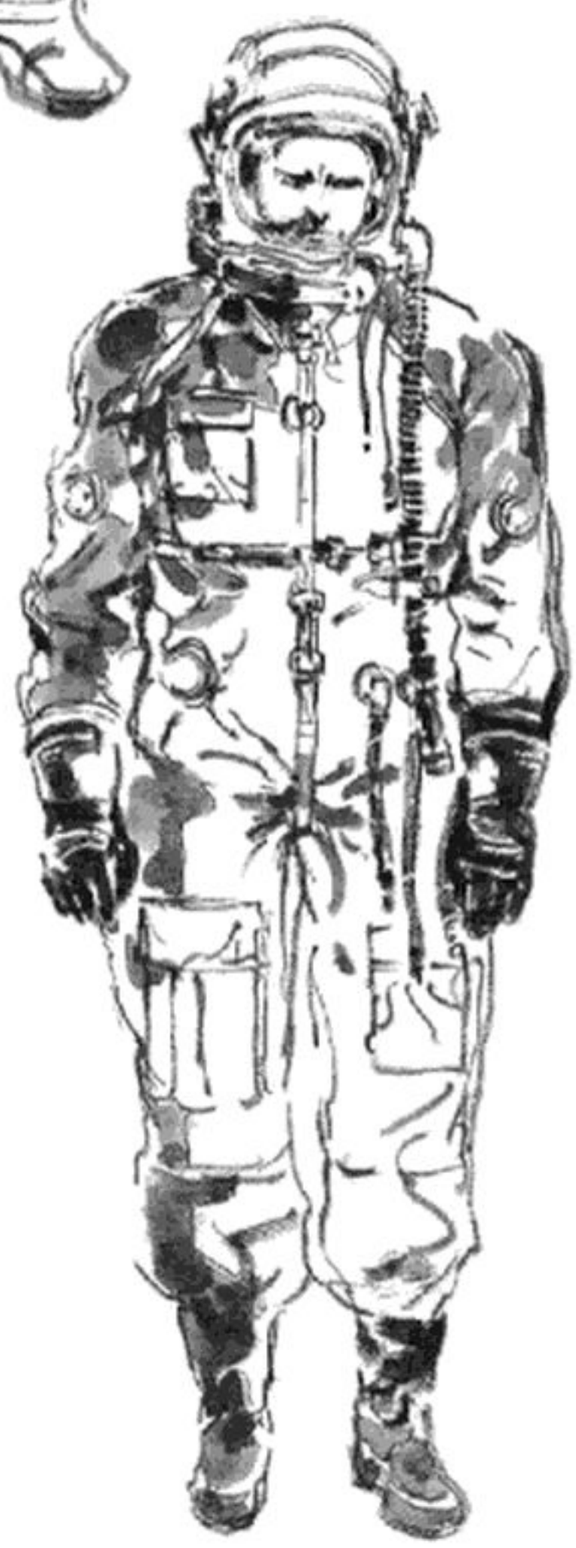
A 1. *"GLARE"*
2. *"GRIN"*

Матеріал, захищений авторським правом

Russian Crew

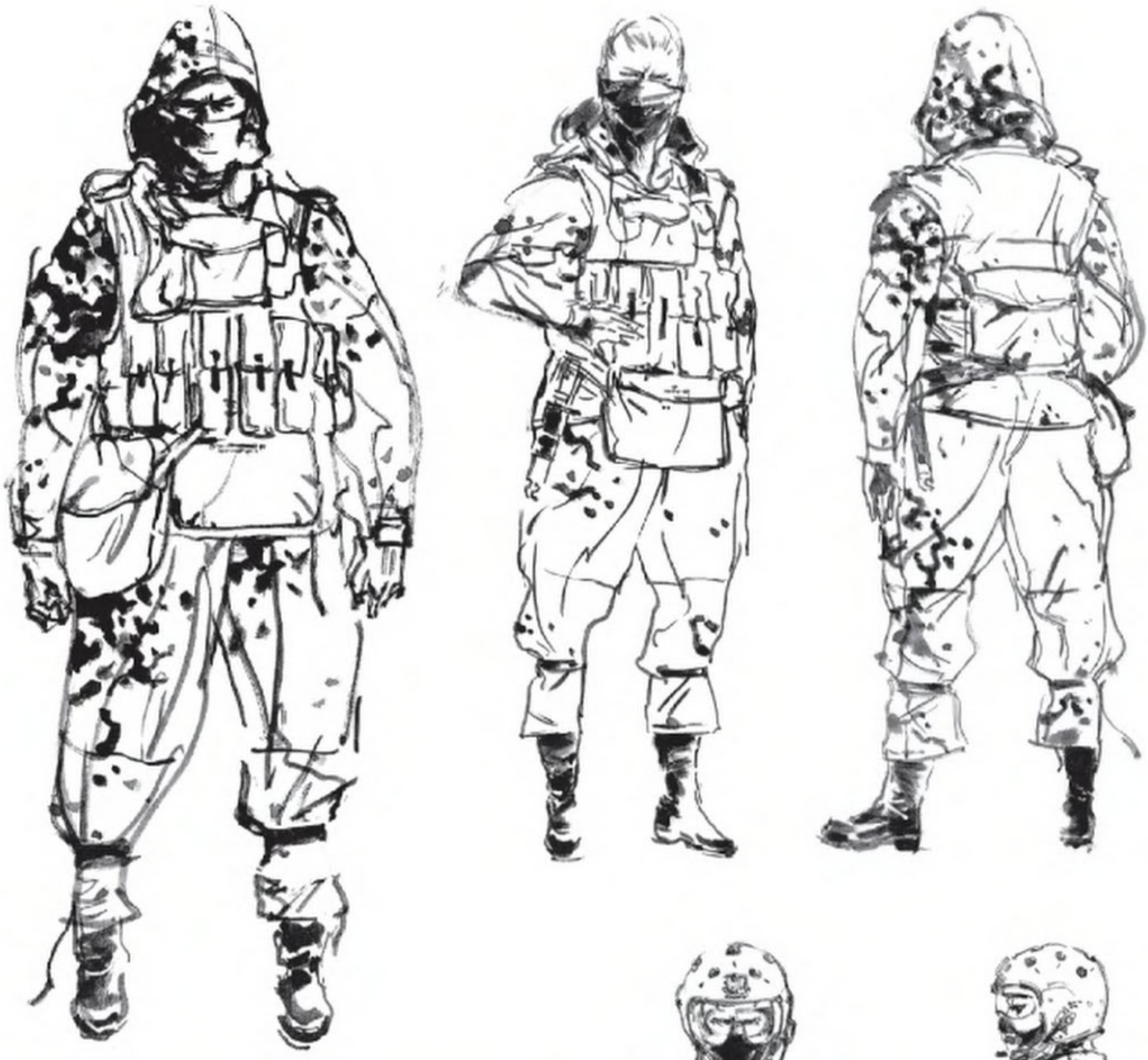
A 1. Вид

Матеріал, захищений авторським правом

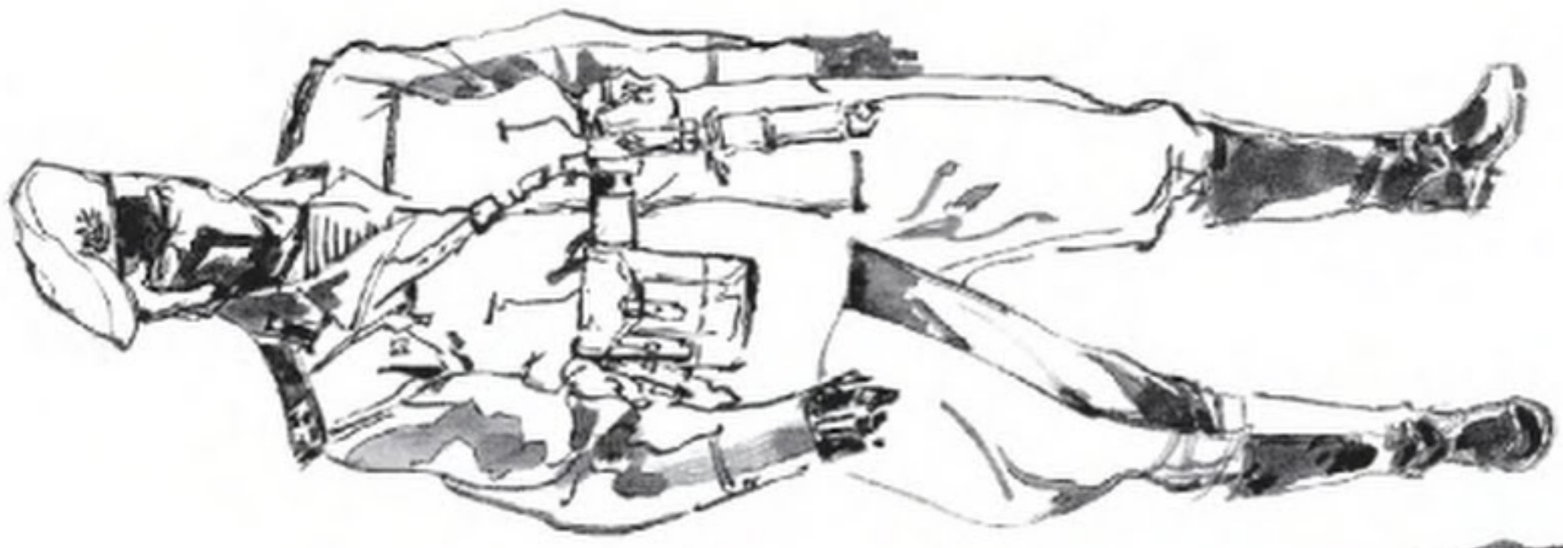


Russian Soldiers

Матеріал, захищений авторським правом



Матеріал, захищений авторським правом

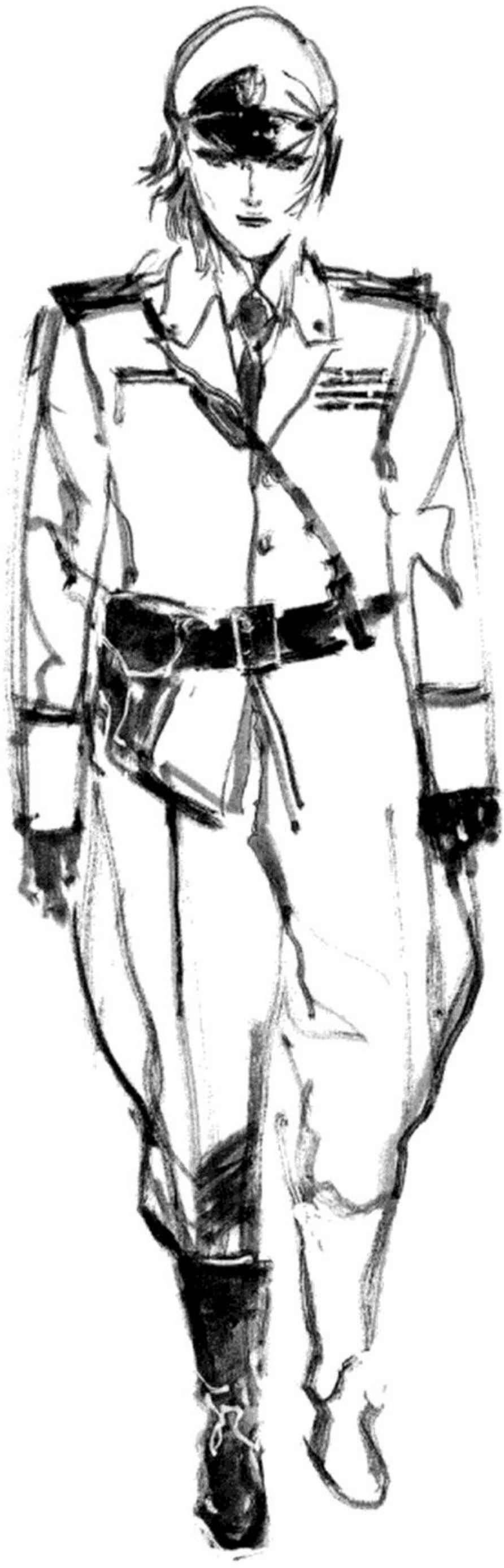


Spetsnaz

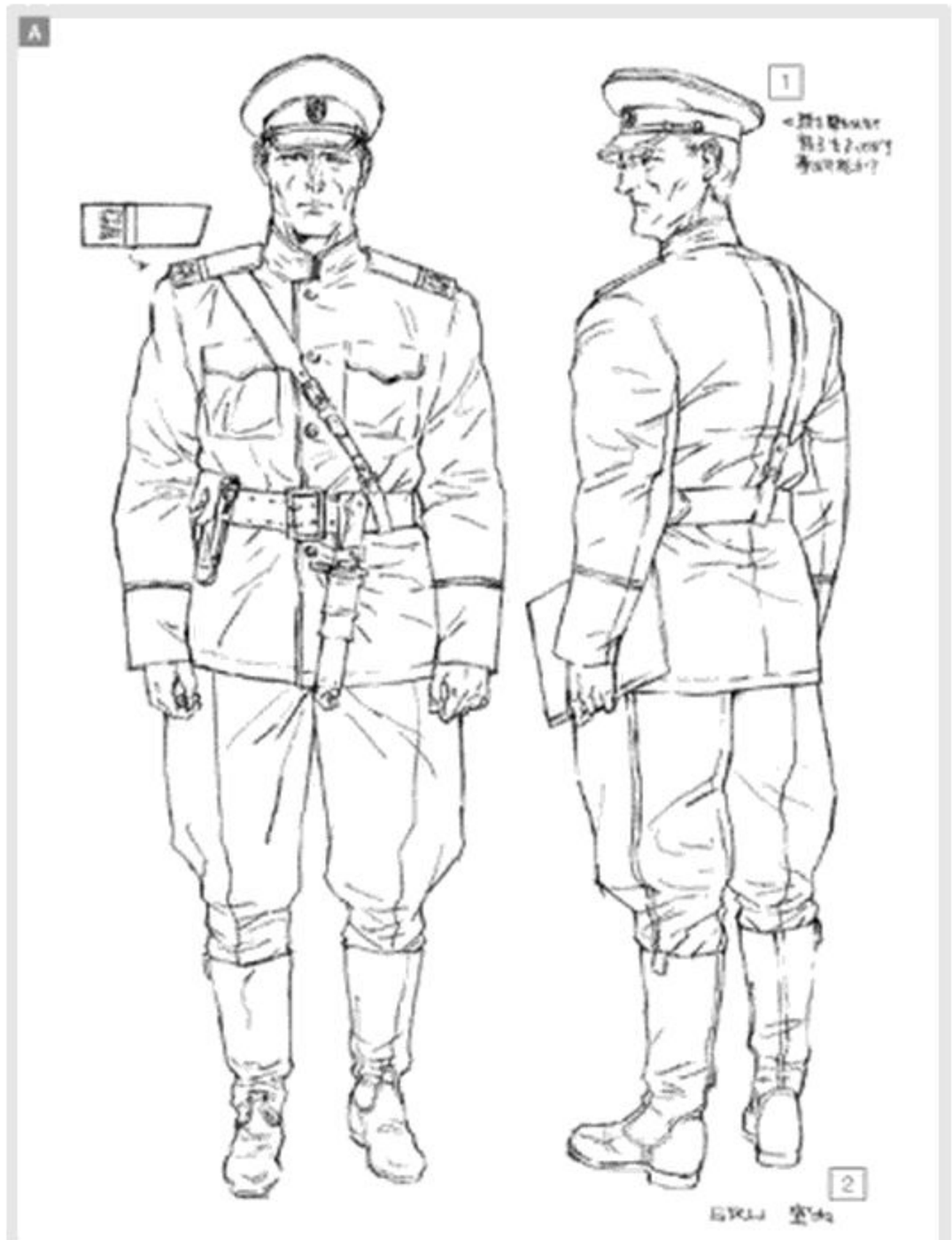
Johnny

CHARACTER DESIGNS

Матеріал, захищений авторським правом



Raikov



A 1. ⬅ Could his hat fling off of his head when it's shot at?
2. GRU service uniform (worn inside)

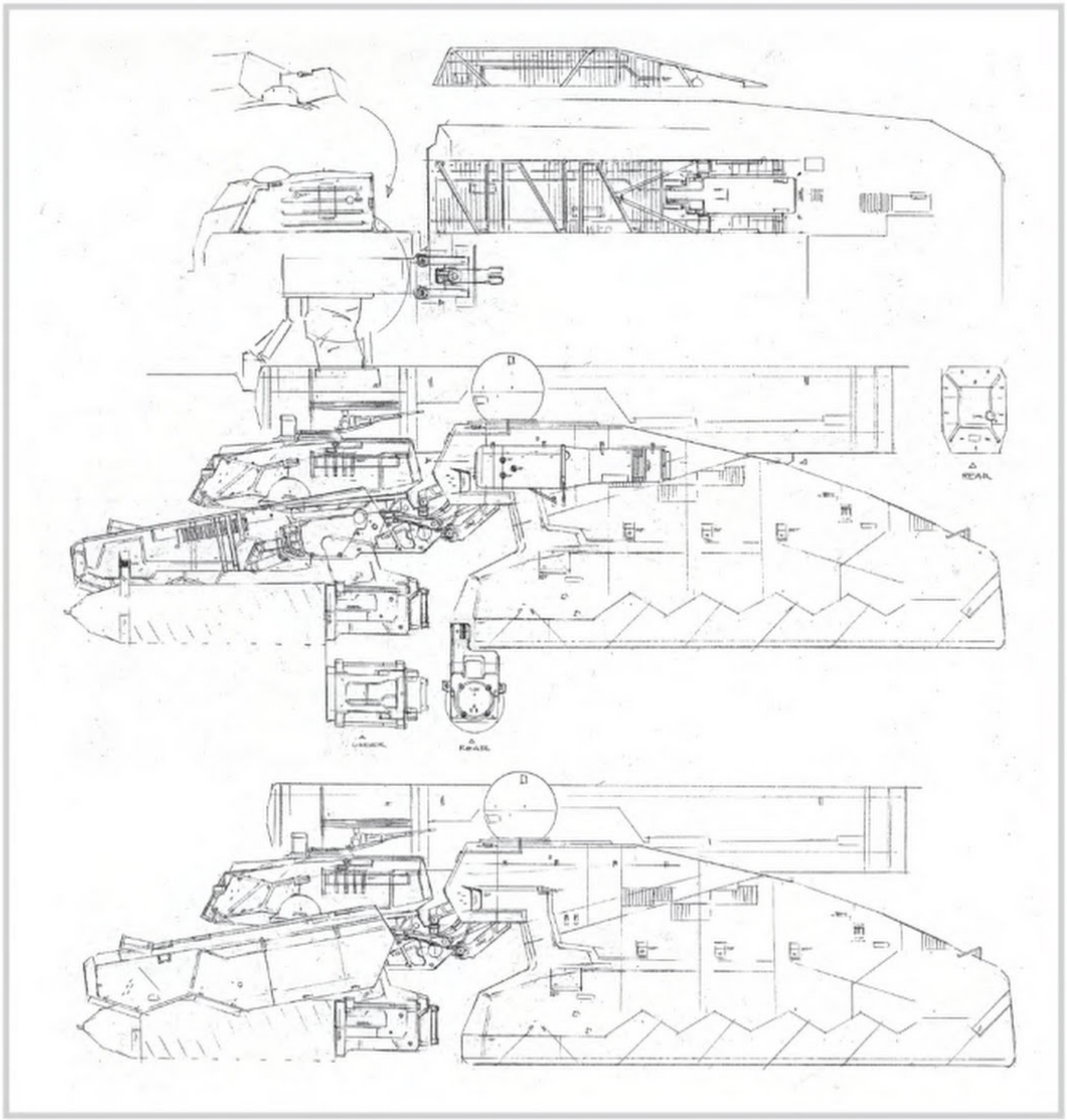
Матеріал, захищений авторським правом

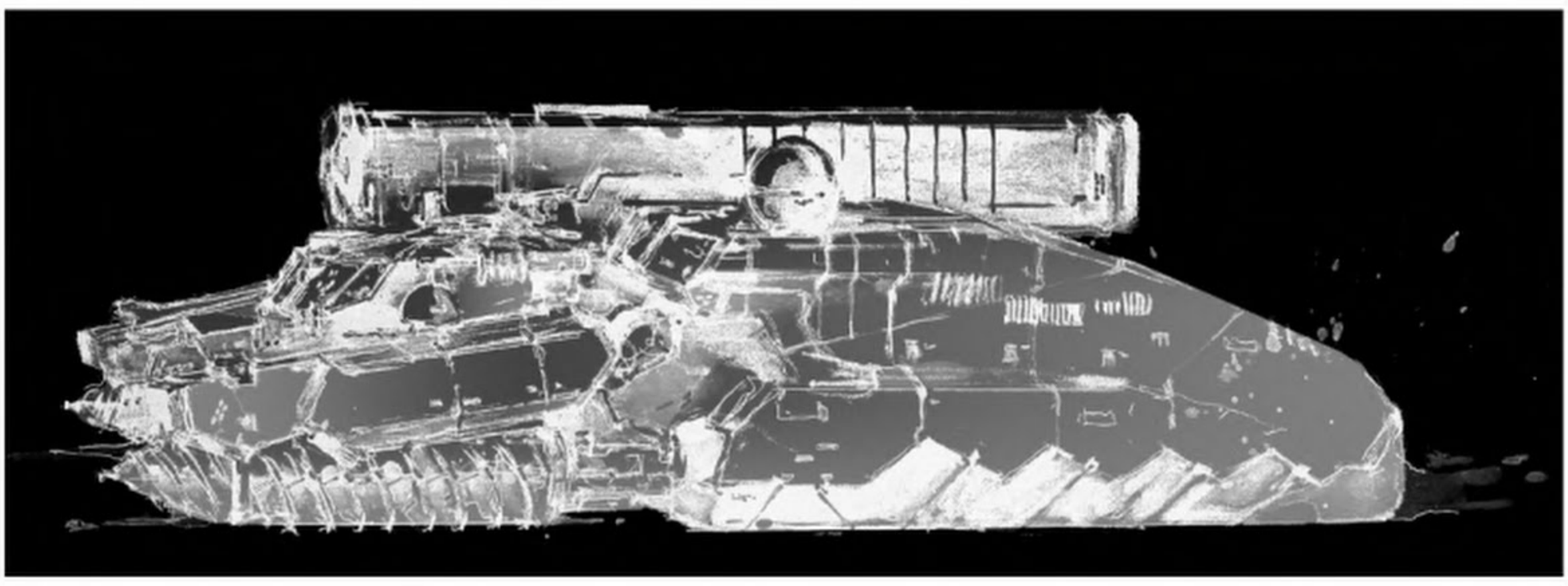
Shagohod

MECHANICAL DESIGNS

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом





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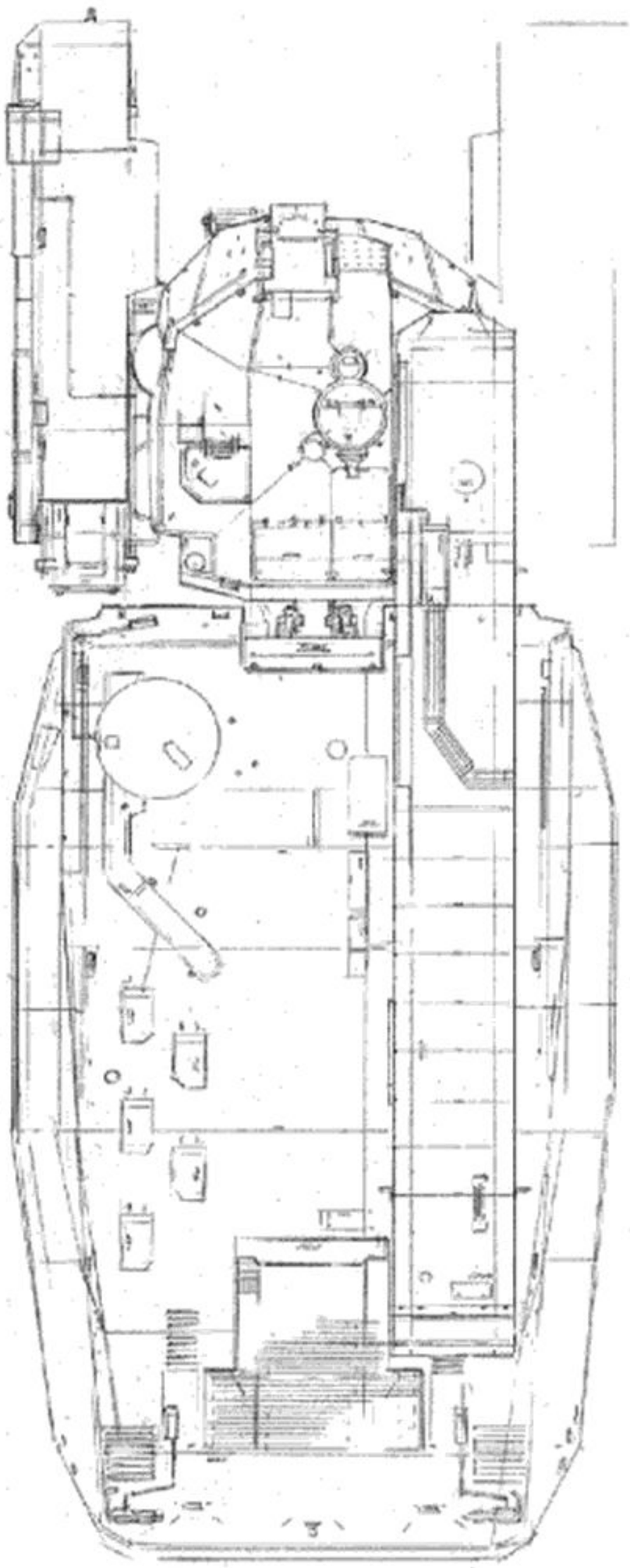
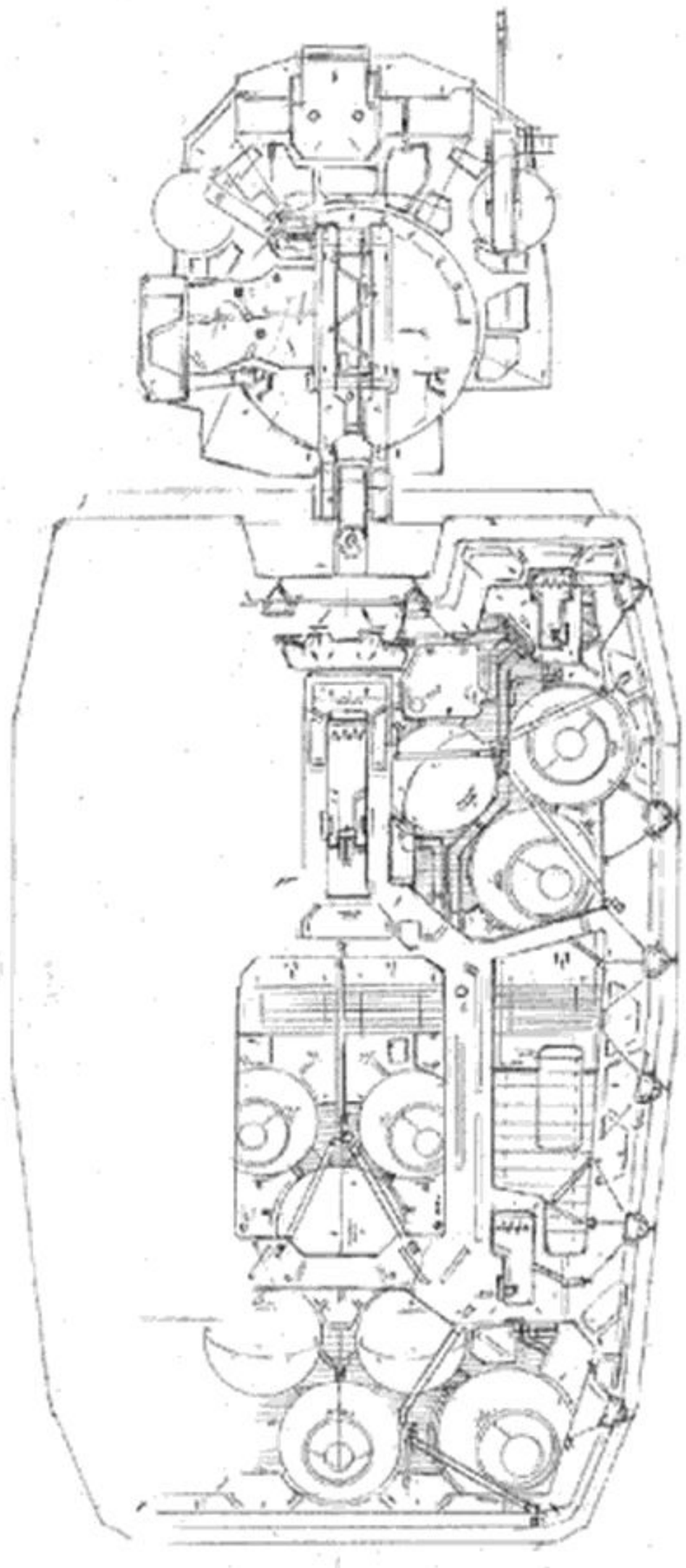
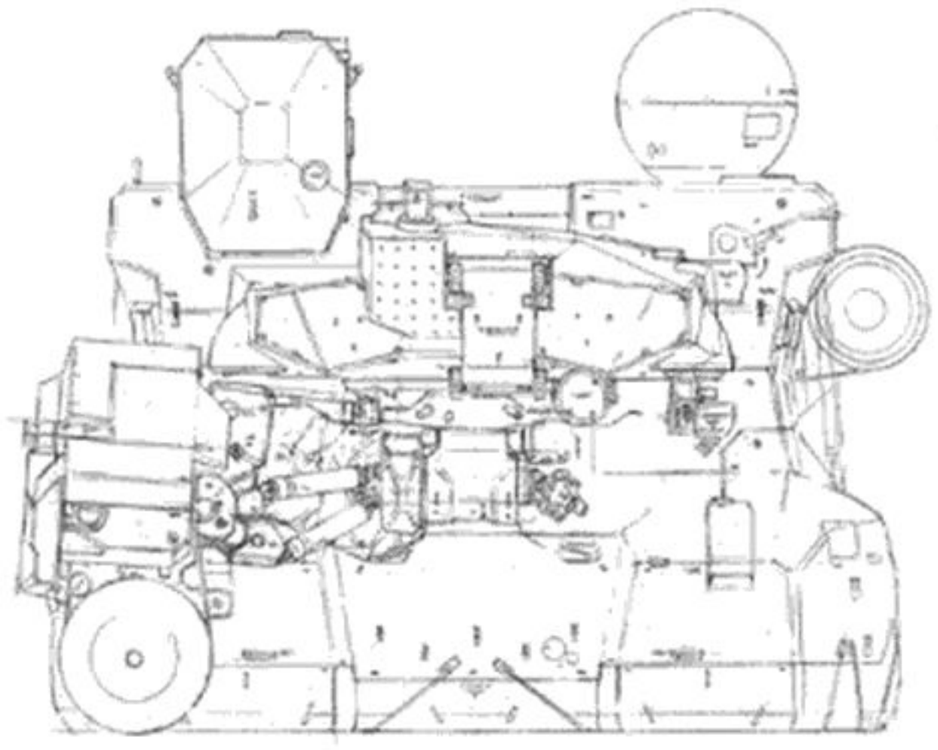






Матеріал, захищений авторським правом

Snake

A

A 1. Wears body armor open in the front. ("Wild" . . .) STABO harness underneath, with CQC knife just slightly peeking out.

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Eva

Матеріал, захищений авторським правом

193
Матеріал, захищений авторським правом

Eva

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Eva

Матеріал, захищений авторським правом

The Boss

Матеріал, захищений авторським правом

The Boss

Матеріал, захищений авторським правом

A

A 1. See-through
2. Images of the Boss
3. Bunched
4. Images of the Boss

Матеріал, захищений авторським правом

A 1. Rubber suit
2. Glows faintly

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

A

A 1. Chameleon

Матеріал, захищений авторським правом

A 1. The Fear
2. Looks dorky if he takes off his coat . . .
Ghost

Матеріал, захищений авторським правом

number two

SNAKE EYE

number two

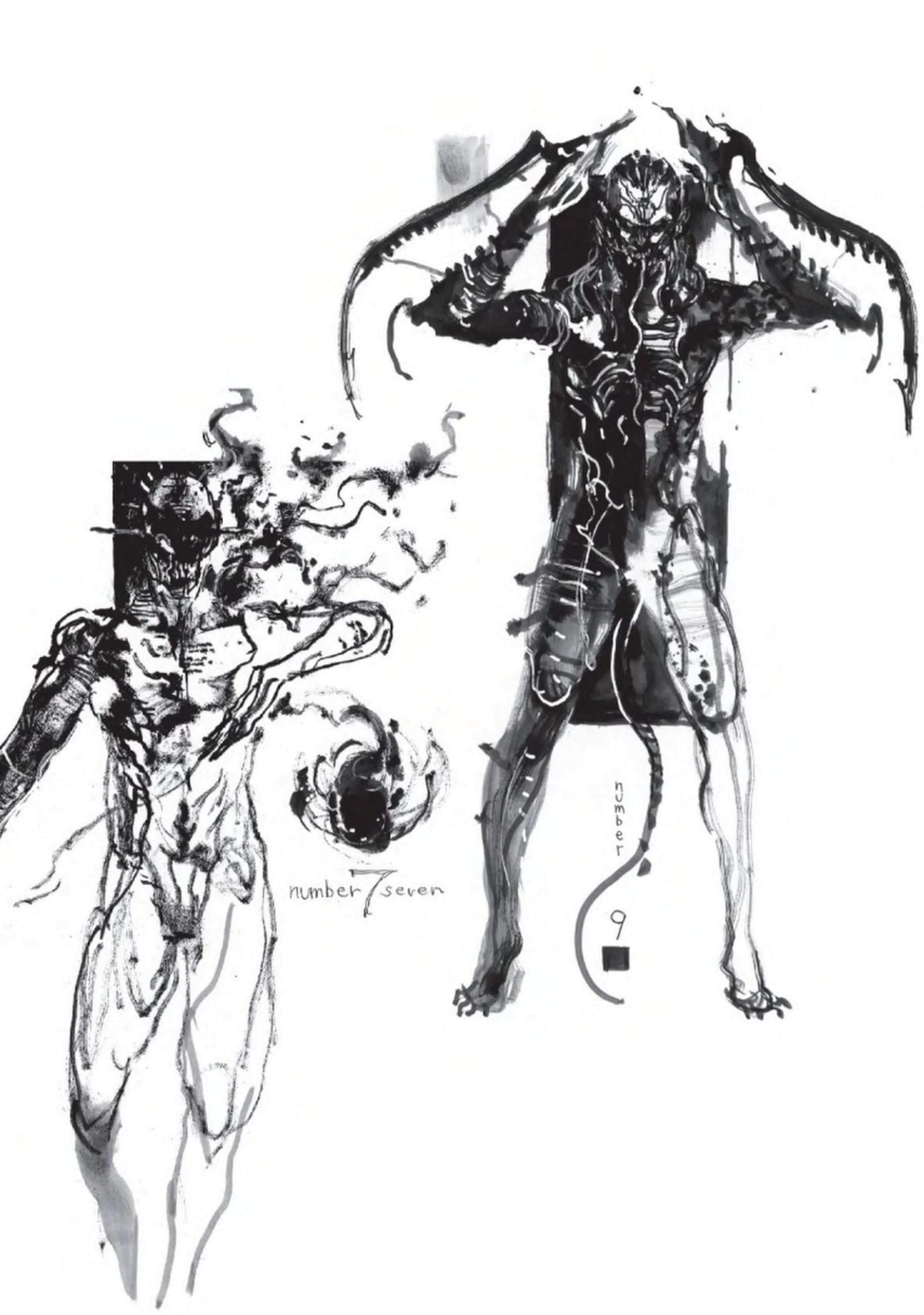
Unpublished Characters

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Unpublished Characters

Матеріал, захищений авторським правом

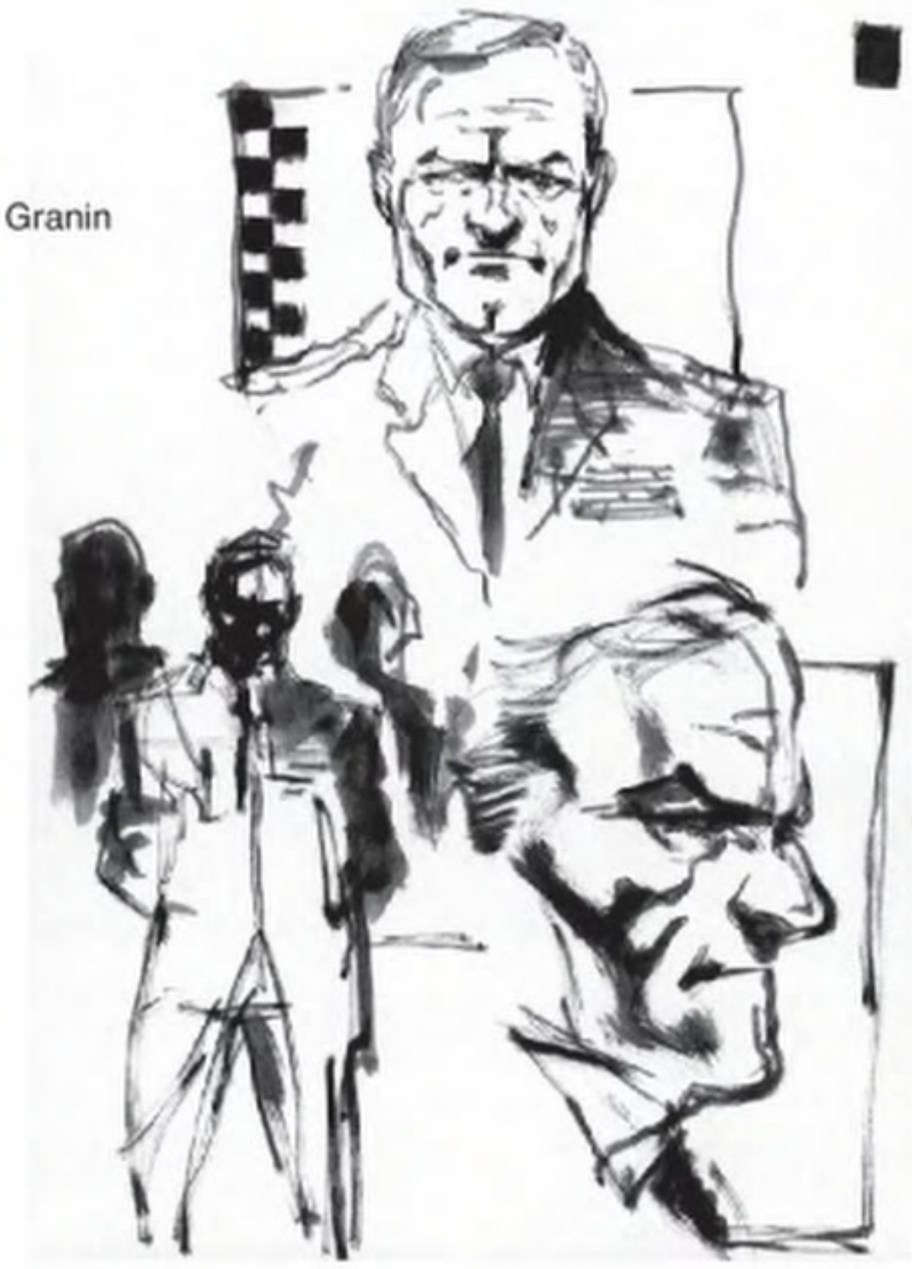


Матеріал, захищений авторським правом

Sokolov

Para-Medic

Granin



Матеріал, захищений авторським правом

A 1. Survival suit

Матеріал, захищений авторським правом

ROUGH SKETCHES

Матеріал, захищений авторським правом

A

A 1. Layout illustration drafts

Матеріал, захищений авторським правом

A

1 〈第二の肌〉

気功の使い手なので、防具などほぼ少なく、
体にぴたりとフィットするスーツを特注。
「軽い、うすい、丈夫」なライダースーツのようなもの。
ムネの所は大きく開いている。

2 〈ハイヒール〉

足場が悪いとハイヒールは邪魔になるが、ボスは体重をあやつれるので関係なくはいている。
ぬかるみでも足跡がつかない。

3 キャラクターデザインアシスタント: 内山千穂子

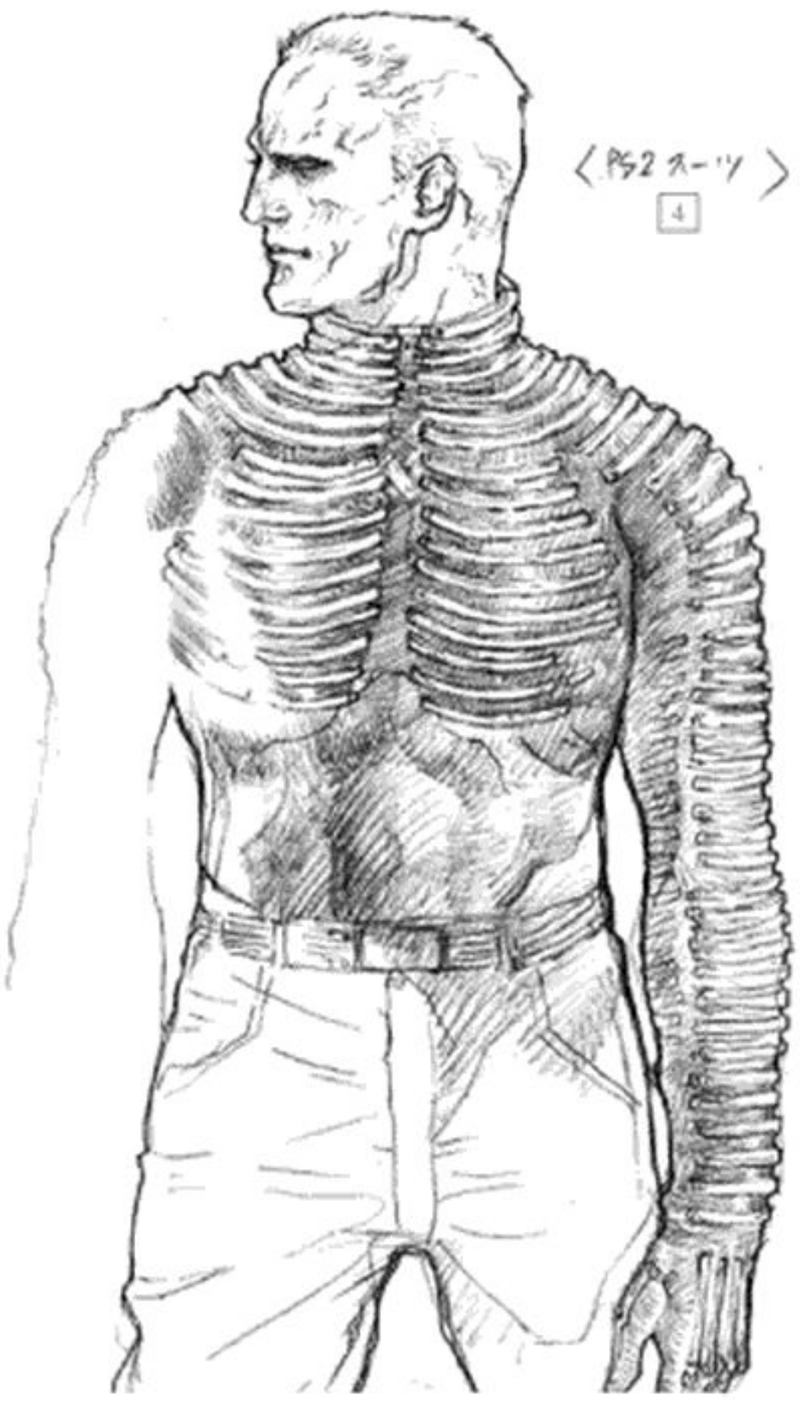
A 1. <Second skin>
As a master of Qi Gong, she wears very little body armor, just a custom-made snug bodysuit. Light, thin, and durable like a biker suit. Gapes wide open at the chest.

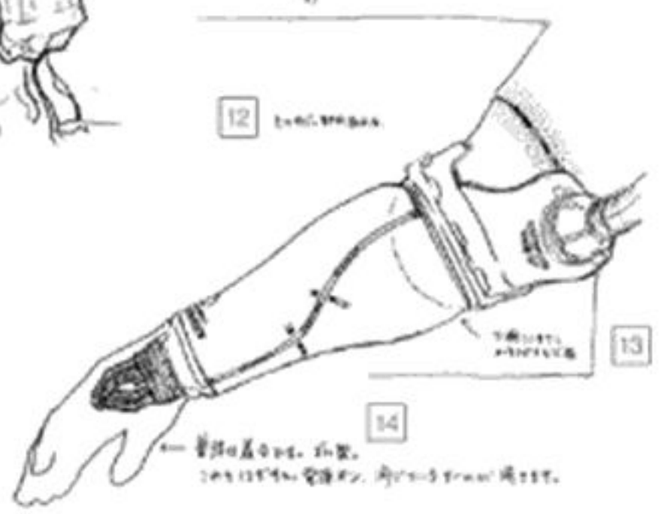
2. <High heels>
High heels are a hindrance when dealing with poor footing, but the Boss can manipulate her weight, so it doesn't matter. She leaves no footprints, even in the mud.

3. Character design assistant:
Chihoko Uchiyama

Матеріал, захищений авторським правом

A





A 1. <Concept for Thunderbolt>
2. Wears coat and respirator-style mask. Gloves and skin not shown.
3. He'll take off the gloves, but never the mask.
4. <PS2 suit>
5. <Thunderbolt>
6. <Thunderbolt>
7. Fights without a shirt on.
8. Mouth and face have sickly coloration (Pale? It's not lipstick).
9. *Normal colonel mode—wears a rather ordinary uniform with the beret covering up his facial scars. The coat has a standing collar, and also blocks electricity. It makes you think he's not jacked at first glance.
10. Wears rain boots on his feet. The boots are integrated with the pants, and he wears an additional rubber suit (leggings) inside—just in case he inadvertently steps in water.
11. <Tire suit>
12. The upper cover piece is removable.
13. Lower arm ends here.
14. Normally a prosthetic hand. Rubber. When it is removed, power turns on and the closed grip opens up.

Матеріал, захищений авторським правом

A

<ハチ男 HEAD 案>

1

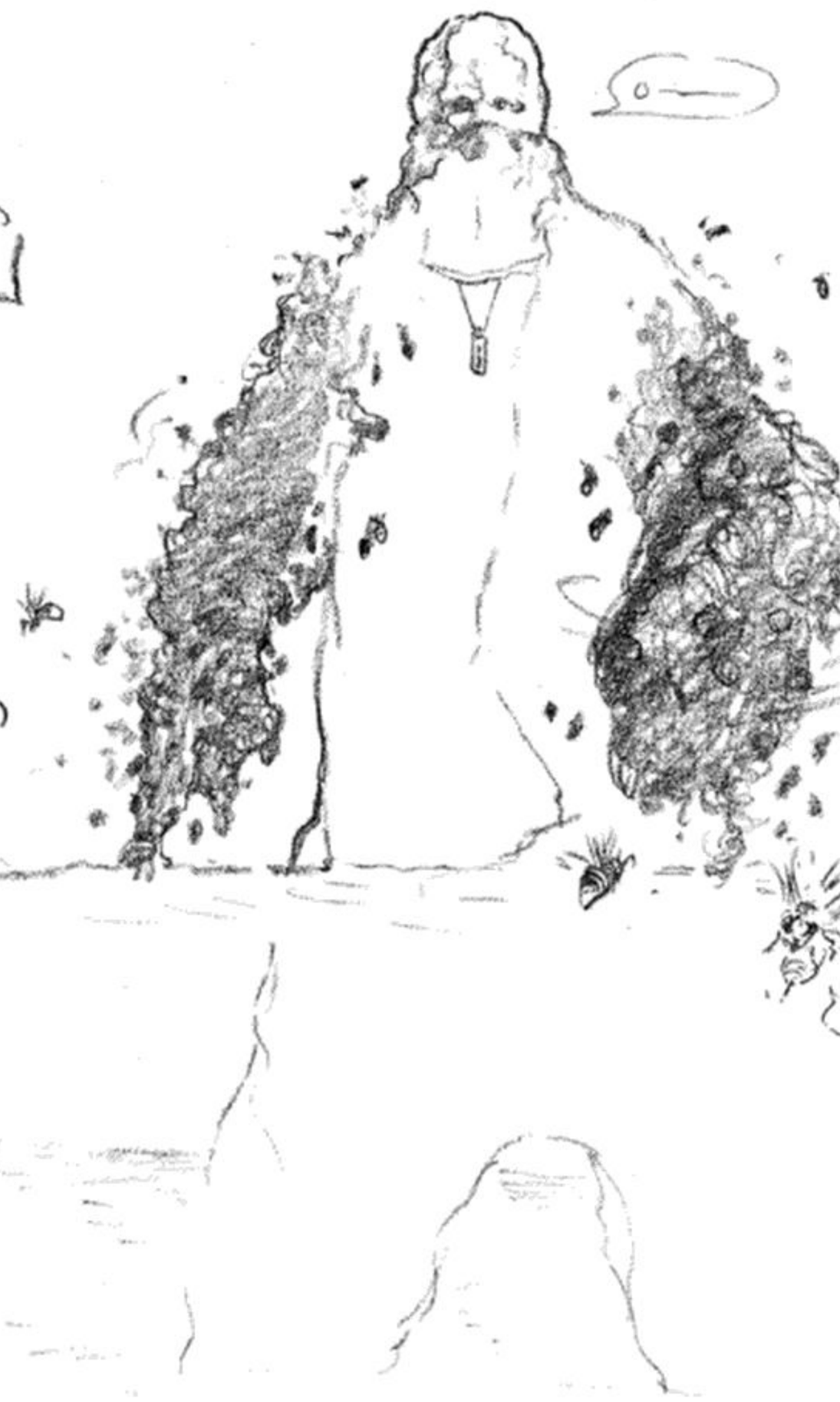
2 SM ガスマスク

3 黒人さん風

4 赤外線男
(ハチと同じ視界)

モンスター・マン
(さされすぎた男)

5



8

9

<BOSS戦 例> 6

水中を利用。ただし視界悪し(にごっている)
水から出ると 襲ってくる(ハチが)

泳ぐ→ はなみる→ 撃つ→ もぐる→ 泳ぐ…
のくりかえし。

スタミナ勝負。水中にいないと
ハチにおそわれるので、急いで
もぐる。息つぎができにくい。
(ガビアルキャップ有効?) 7

A 1. <Hornet soldier head concepts>
2. Fetish slave mask
3. Black man style
4. Infrared soldier (has same field of vision as hornets).
5. Monster soldier (was stung too much).
6. <Boss battle example> Utilizes the water, but visibility is bad (the water is cloudy). If he leaves the water, he is attacked (by the hornets).
7. It's a stamina race. He will be attacked by hornets unless he is underwater, so he hurriedly dives in. It's difficult to breathe (would the crocodile cap be effective?).
8. "Gonna sting you!"
9. "It's gonna hurt!"

Swim ➡ Emerge ➡ Shoot ➡ Dive ➡ Swim . . . Repeat

Матеріал, захищений авторським правом

A

B

A 1. <The Pain: Ideas for face masks where hornets emerge from mouth>
2. A mask a bit like a fetish mask.
3. This thing is like a Ping-Pong ball.
4. *Fetish style
5. *Mouth-hole-only type
6. *Medieval style

B 1. <Ancient Sniper> ⇐ The End
2. Shoulders go up
3. Clariss

Матеріал, захищений авторським правом

A 1. <The Fear: Beneath the mask . . . >
2. Has some African blood, so he's slightly dark-skinned
• Streaks of white in hair
• Age is 48 to 49 (less than 50).
3. <Flame soldier>
⬅ The Fury
4. <Flame soldier> The Fury
5. "Burn, burn~!!"
6. Flamethrower
7. <Spirit medium>
8. • Thin, but not abnormally so.
• Armed with a single gun.
9. There is a hood on the back.
10. <Spider>
11. The rope emerges from the edge of the bag (not the center).
12. • Ninja.
Not as tricked out as a ninja, but seems to be more so than Spider-Man. The mask has built-in IR goggles. Moves craftily, scuttling with his knees higher than his head, using a rope to swing about and descend without a sound. Purseweb spiders + Spider-Man-like action.
13. Rope-assisted wall run
"DASH"
14. <The Sorrow*>
15. • Eyes are blue but the whites are red, with inflamed tear tracks down his cheeks (there are scar-like furrows).
• Hair is whitish, skin is dark-colored. About 54 years of age.

Editor's note:
From the Cyrillic Печаль.

Матеріал, захищений авторським правом

A 1. <Para-Medic>

B 1. Granin—is generally dead drunk, but sobers at the mention of REX.
2. Vodka

C 1. Design for Bureau A director Korolev Sokolov*

D 1. <Major Zero>
2. At CIA
3. Inside gunship

E 1. <Shagohod staff>

F 1. Kinda Russian-looking guy

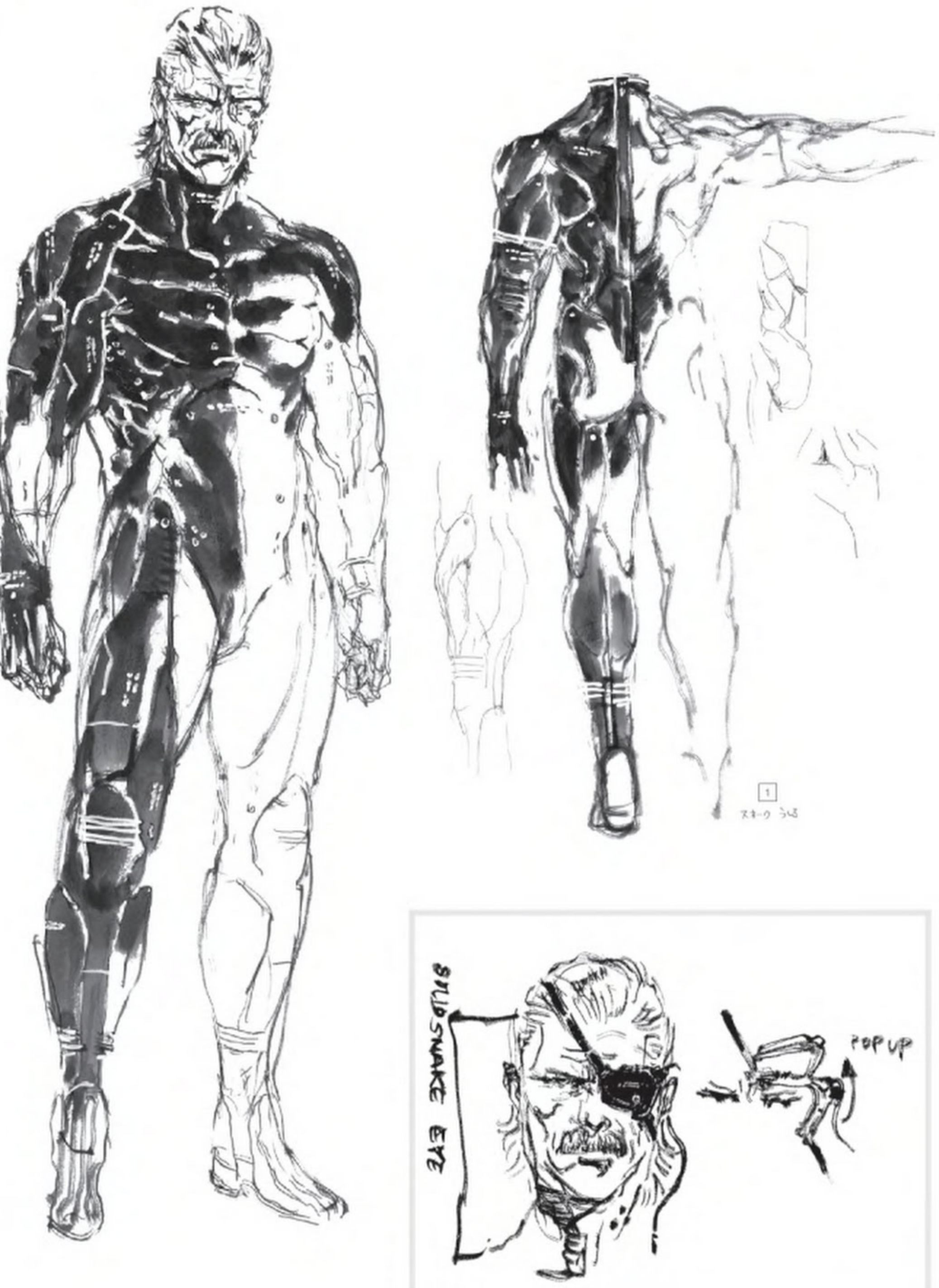
Editor's note:
Director Korolev's first name was eventually changed to Nikolai prior to the game's release.

Матеріал, захищений авторським правом

Old Snake

Матеріал, захищений авторським правом

A

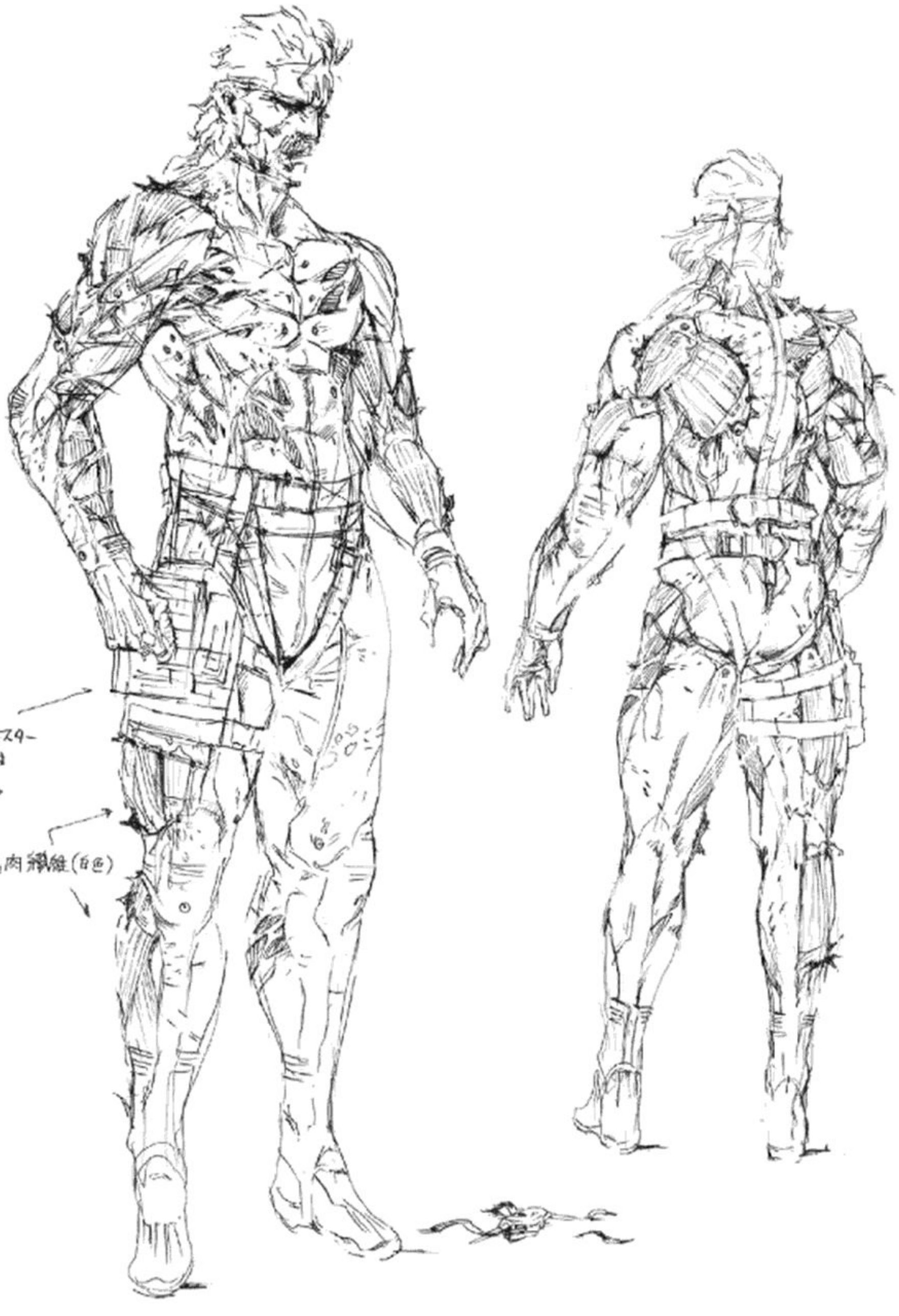


A 1. Solid Snake (Old Snake), *rear view*

Матеріал, захищений авторським правом

Snake

A



A 1. Gun belt
Drop leg panel holster
Rappelling harness left on
2. Artificial muscle fiber visible
under uniform.

Матеріал, захищений авторським правом

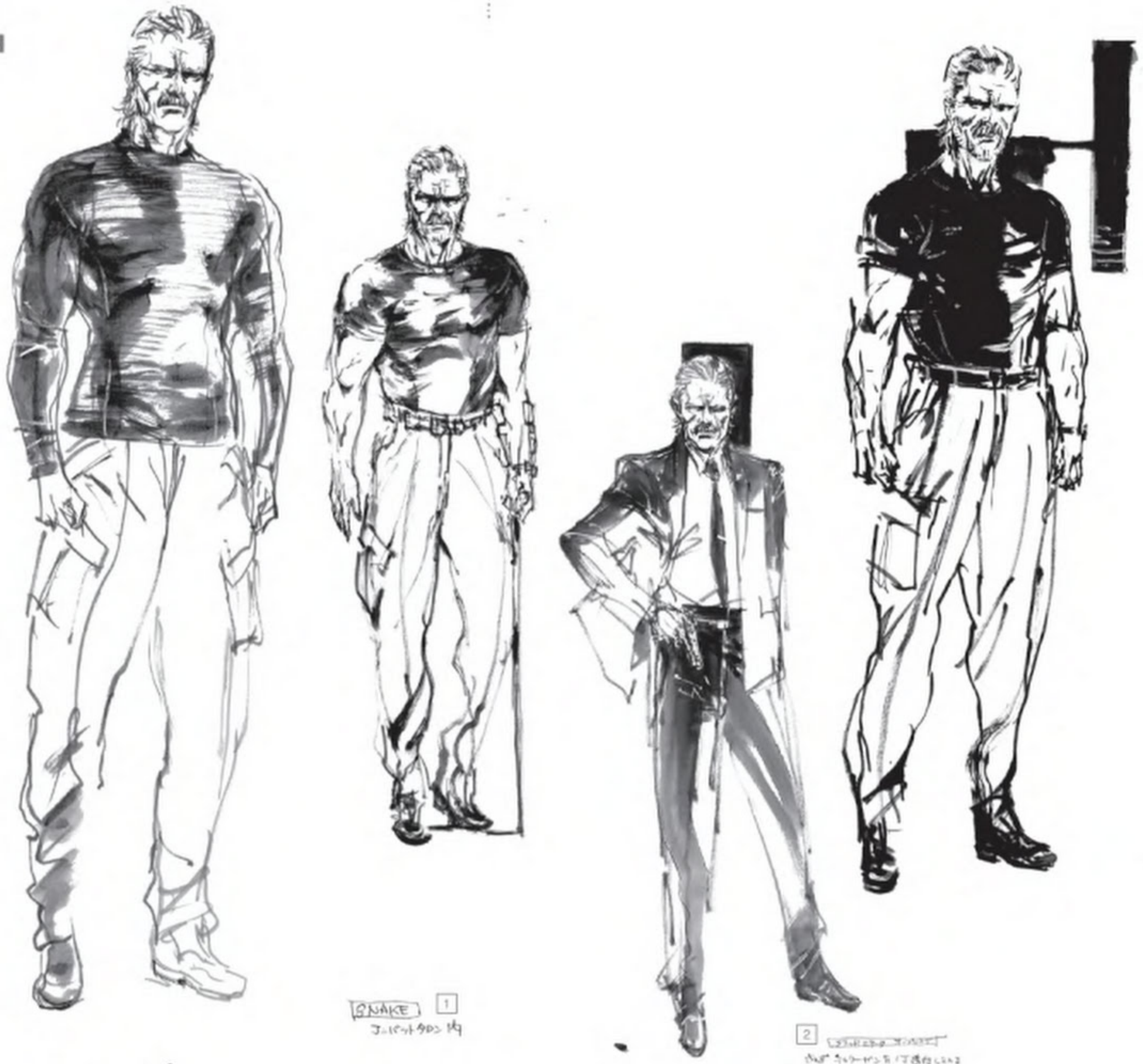
A

A 1. Round collar
2. Pistol belt
3. Tobacco cigarette
4. Rear view

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

A



Big Boss

A 1. Snake—inside Combat Talon
2. Solid Snake in the opening scene. Invariably packing a gun.

Матеріал, захищений авторським правом

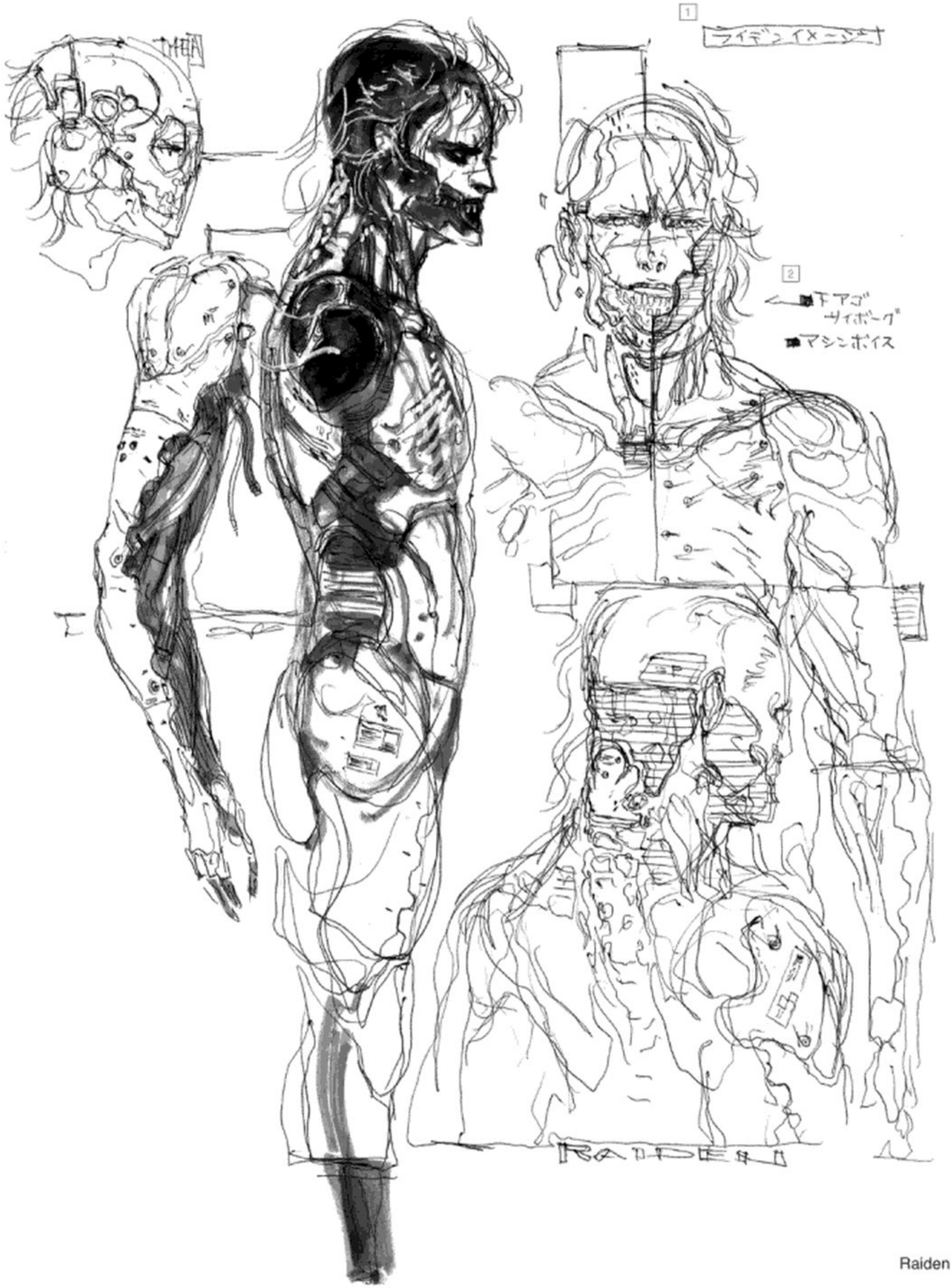
A

A 1. Raiden, final battle.
2. Raiden's foot, bottom view.

Матеріал, захищений авторським правом

Raiden

Матеріал, захищений авторським правом



Raiden

A 1. Raiden
2. • Cybernetic lower jaw
• Mechanical voice

Матеріал, захищений авторським правом

A

B

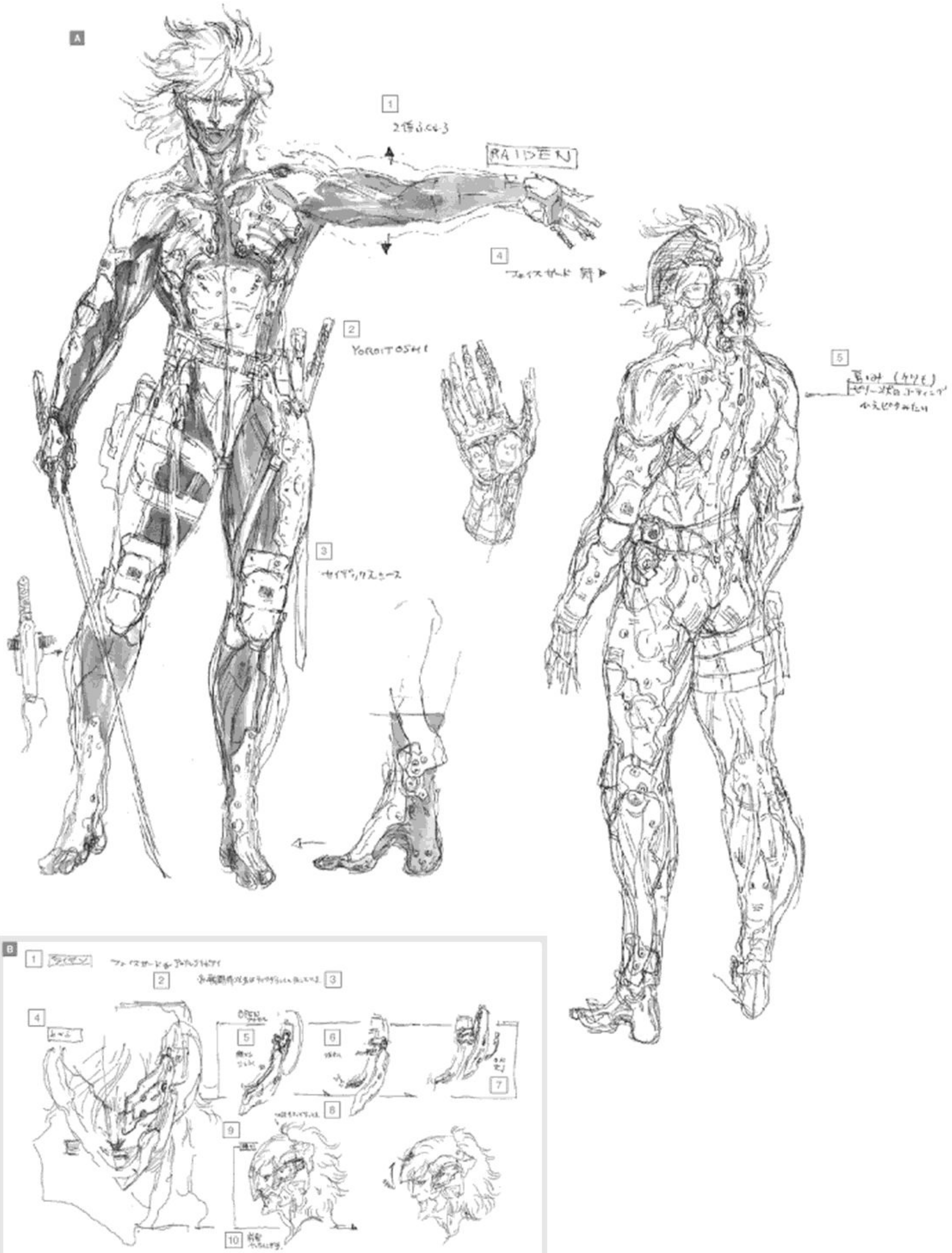
A 1. Face shield
- Opaque eye coverings
- Retractable
- Microphone headset

2. Glass shield
3. Visor unit

B 1. Raiden—unique sword skills.

Матеріал, захищений авторським правом

A



B

Raiden

A
1. Expands to double in size
2. Swords
3. Kydex sheath
4. Image with face guard
5. Shoulders (and buttocks) have a jelly-like coating like a Hiepita cold compress.

B
1. Raiden
2. Face guard and dual Solid Eye system.
3. Retracted when not in combat.
4. Top view
5. Opening process
6. Moves to the back
7. Finishes up
8. Hair is full here.
9. Side view
10. Hair is flat in front. Slight gap on the side.

Матеріал, захищений авторським правом

A 1. Rear view
2. Final scene—Raiden's hand. The hand appears to be human but is actually cybernetic.
3. Slight smile
4. Human-like chin
5. Raiden's final scene

Матеріал, захищений авторським правом

A

1 リキッド[メカアーム]

2 [リキッドラストバトル]

A 1. Liquid—mechanical arm
2. Liquid—final battle

Матеріал, захищений авторським правом

Liquid Ocelot

A 1. Shoulder holster for Thor hand rifle.
Thor cartridge holder—single shot capacity.
2. Shoulder holster
3. Fingerless gloves

Матеріал, захищений авторським правом

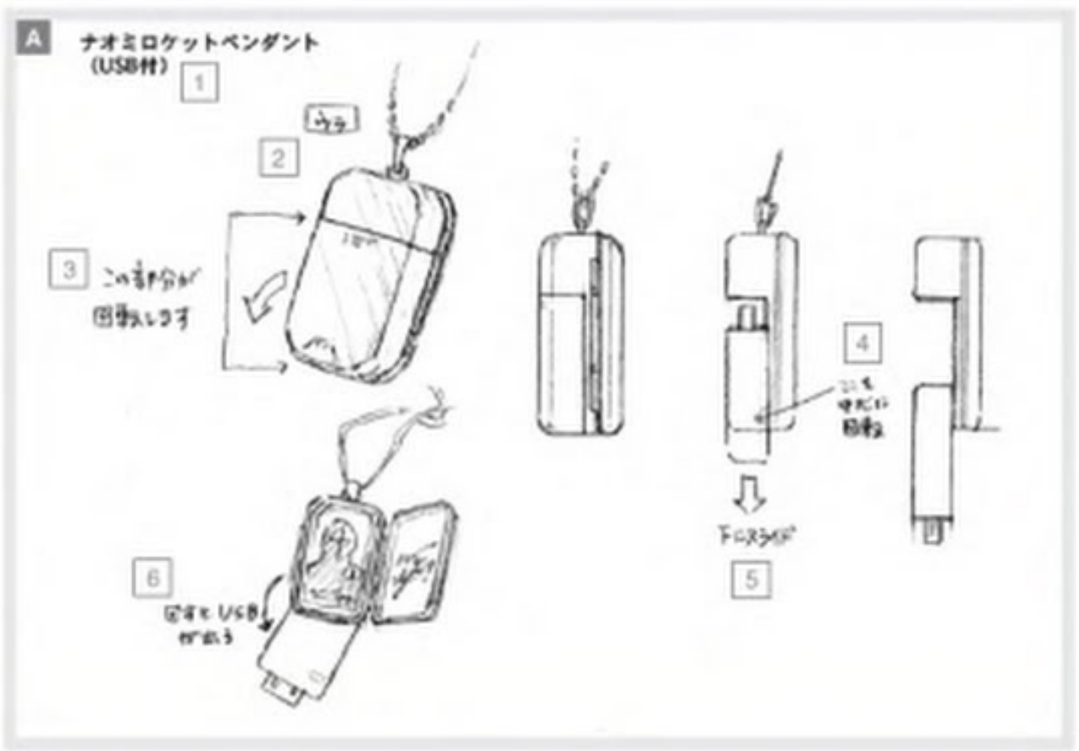
A

Big Mama (Eva)

A 1. Yellow half coat with a black katana

Матеріал, захищений авторським правом

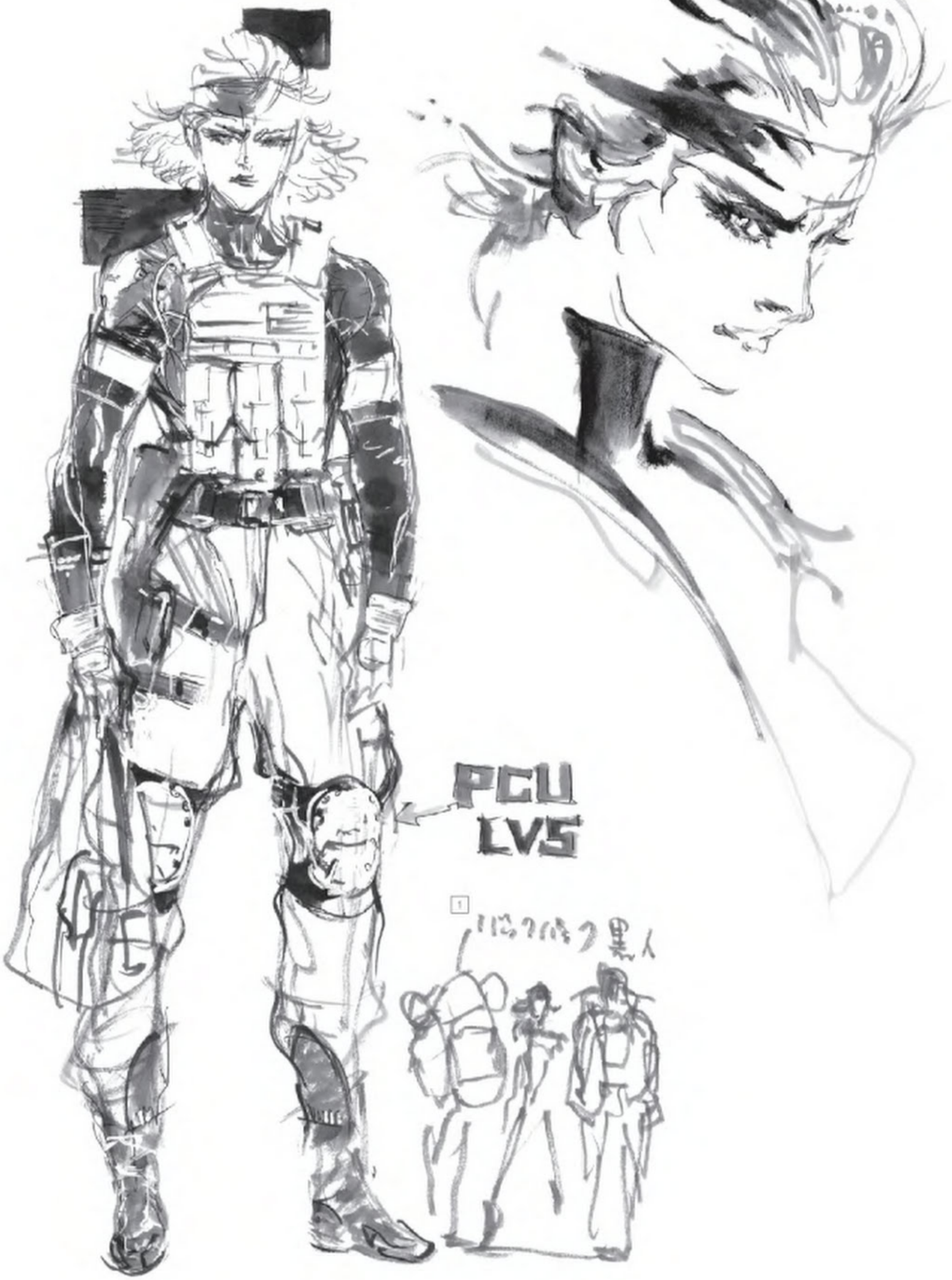
Naomi Hunter



A 1. Naomi's locket pendant (with USB).
2. Rear view
3. This part turns.
4. Turn here
5. Slide down
6. The USB is released when turned.

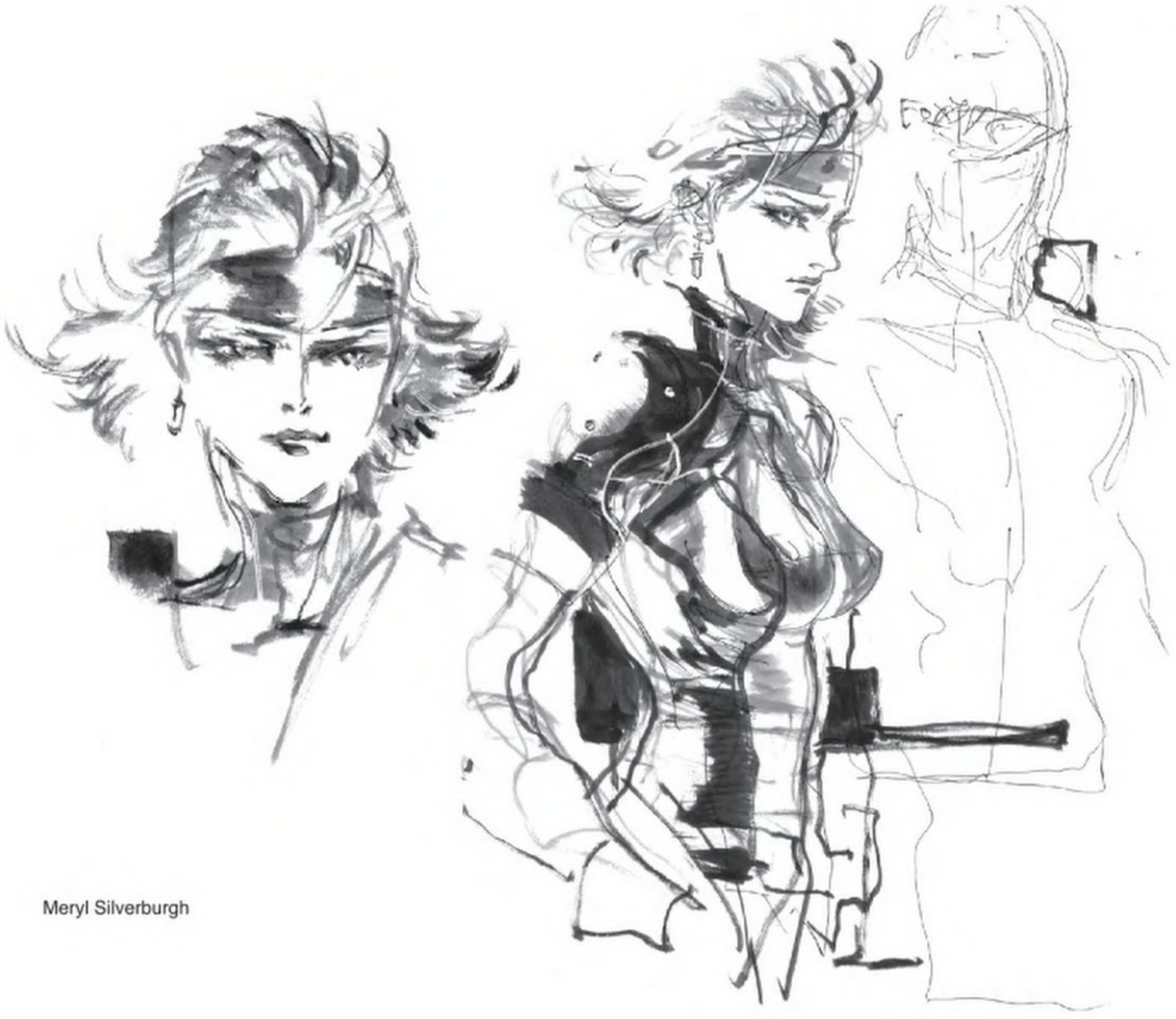
Матеріал, захищений авторським правом

A



A 1. Black guy with backpack.

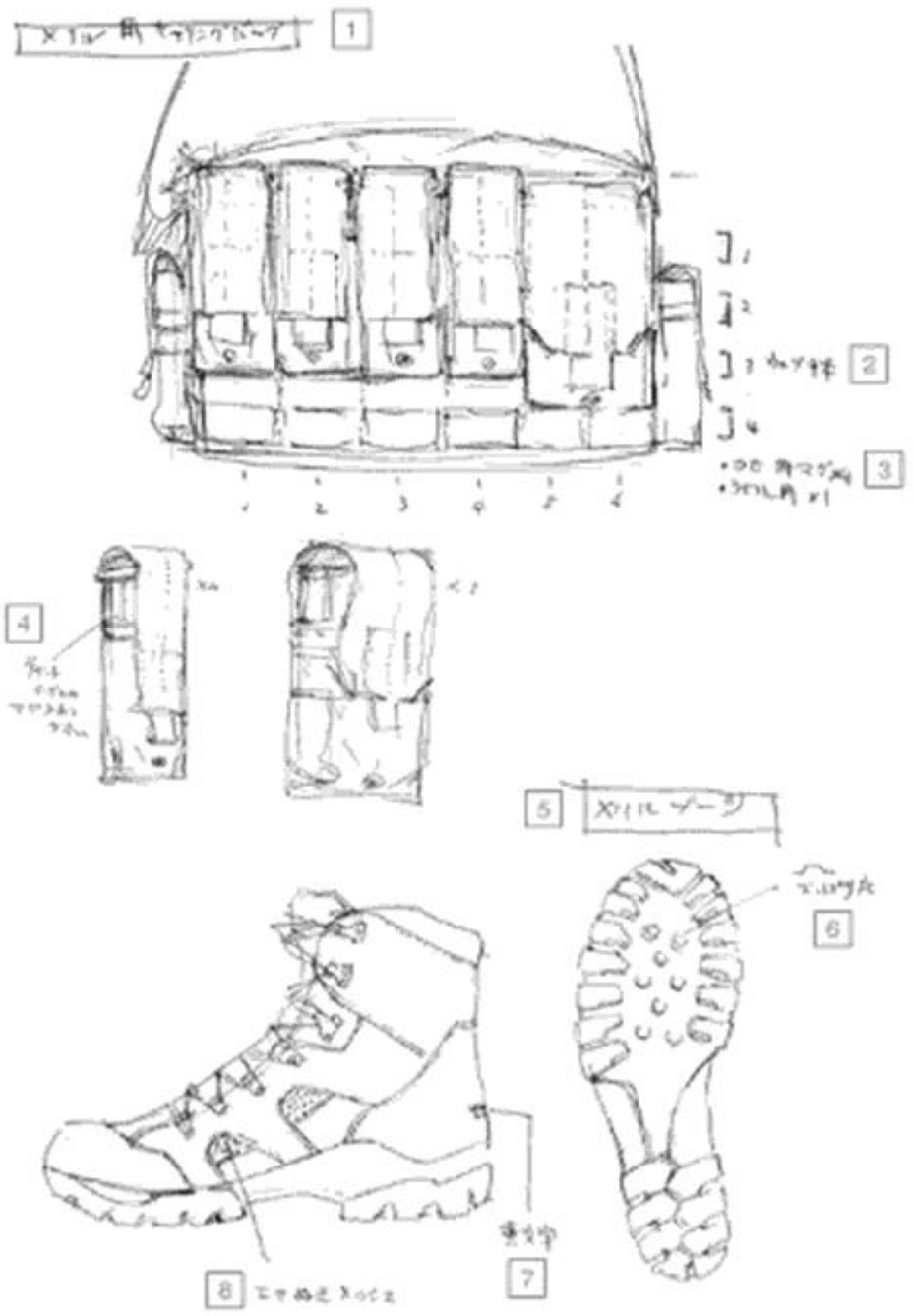
Матеріал, захищений авторським правом



Meryl Silverburgh

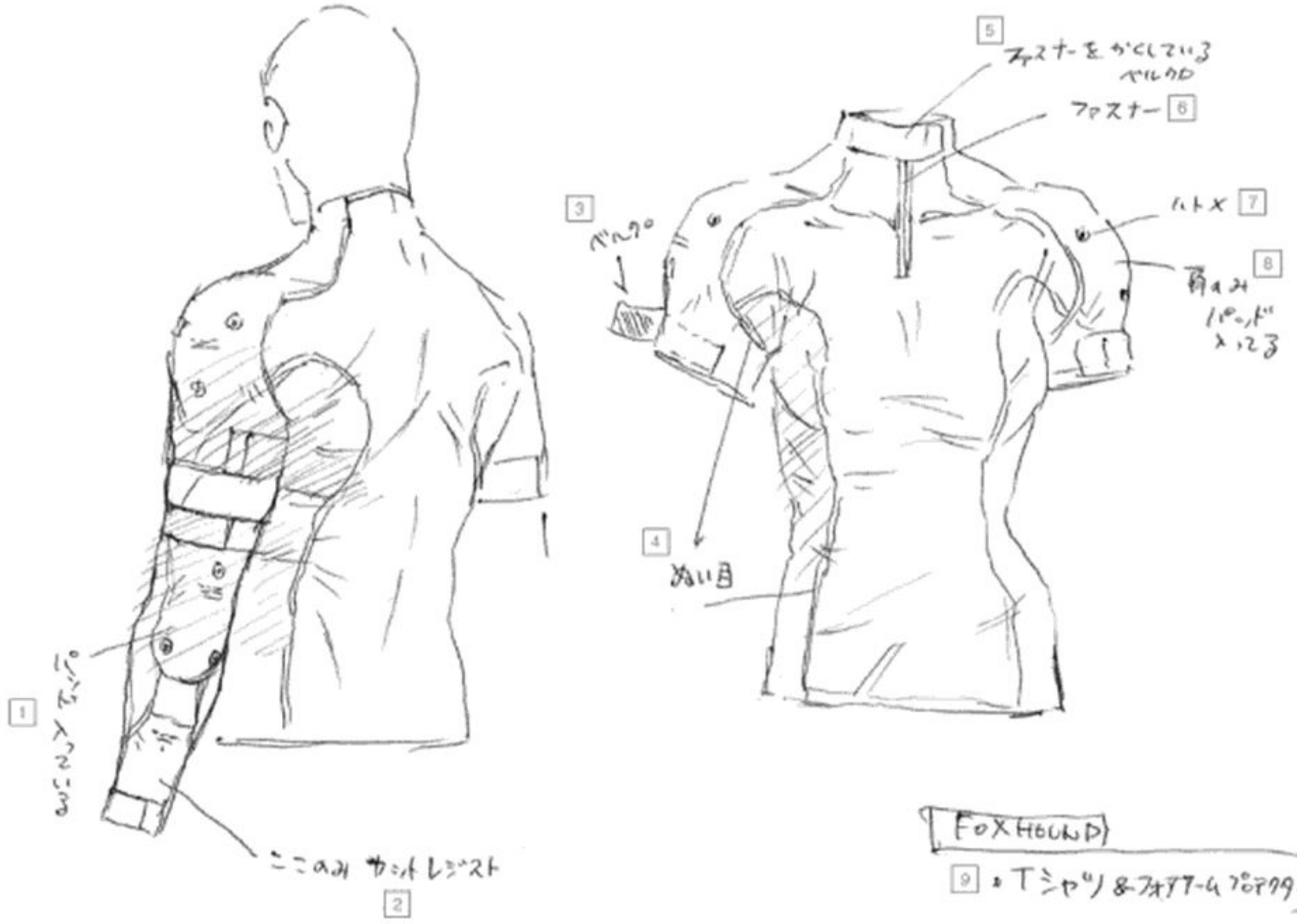
Матеріал, захищений авторським правом

A



B

C



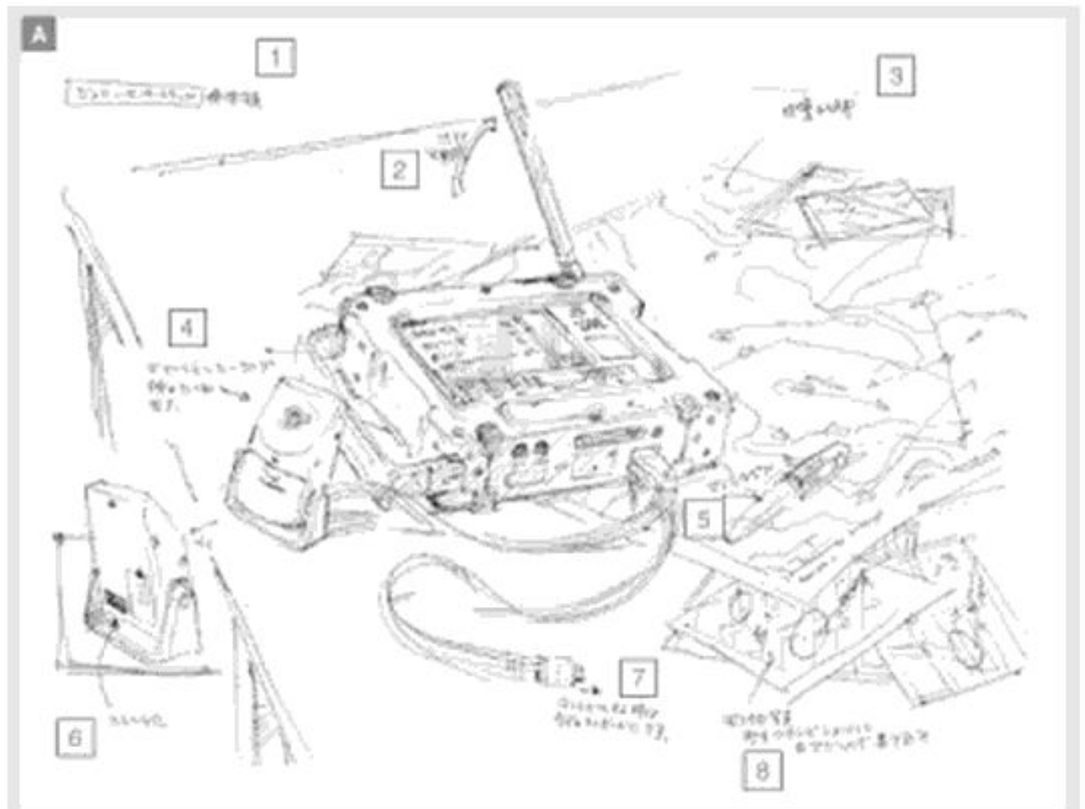
A 1. Meryl's shoulder bag
2. MOLLE holds four pouches with cases.
3. Desert Eagle pistol magazines x4. Rifle magazines x1.
4. Insert Desert Eagle pistol ammo here.
5. Meryl's boots
6. Mesh for breathability
7. Yellow lettering
8. Cleat-like tread

B 1. Bandana, slightly visible

C 1. Elbow padding
2. This part is cut resistant
3. Velcro
4. Stitching
5. Zipper hidden under Velcro closure
6. Zipper
7. Grommet
8. Shoulder padding
9. FOXHOUND—T-shirt and arm protector

Матеріал, захищений авторським правом

Johnny (Akiba)



A 1. Johnny—trap sensor receiver
2. Pivoting antenna
3. Middle Eastern map
4. Emergency light. The lamp inside lights up.
5. Permanent marker
6. Connector plug
7. This is controlled by handheld wrist-mounted keyboard.
8. Black-and-white photos. City shots from above. Marked with permanent white marker.

Матеріал, захищений авторським правом

A

Ed

1 ・装備を外した状態
イレズミ、特殊部隊「呪い」
いつもおがんでいる。

2 ・ケツコン式には神父さん
宗教画が（っぽいもの）はってある。

A 1. Ed without his equipment.
- Special forces tattoos.
- He's often seen praying.

2. - Also officiates a wedding as the minister.
- Has religious-type tattoos, too.

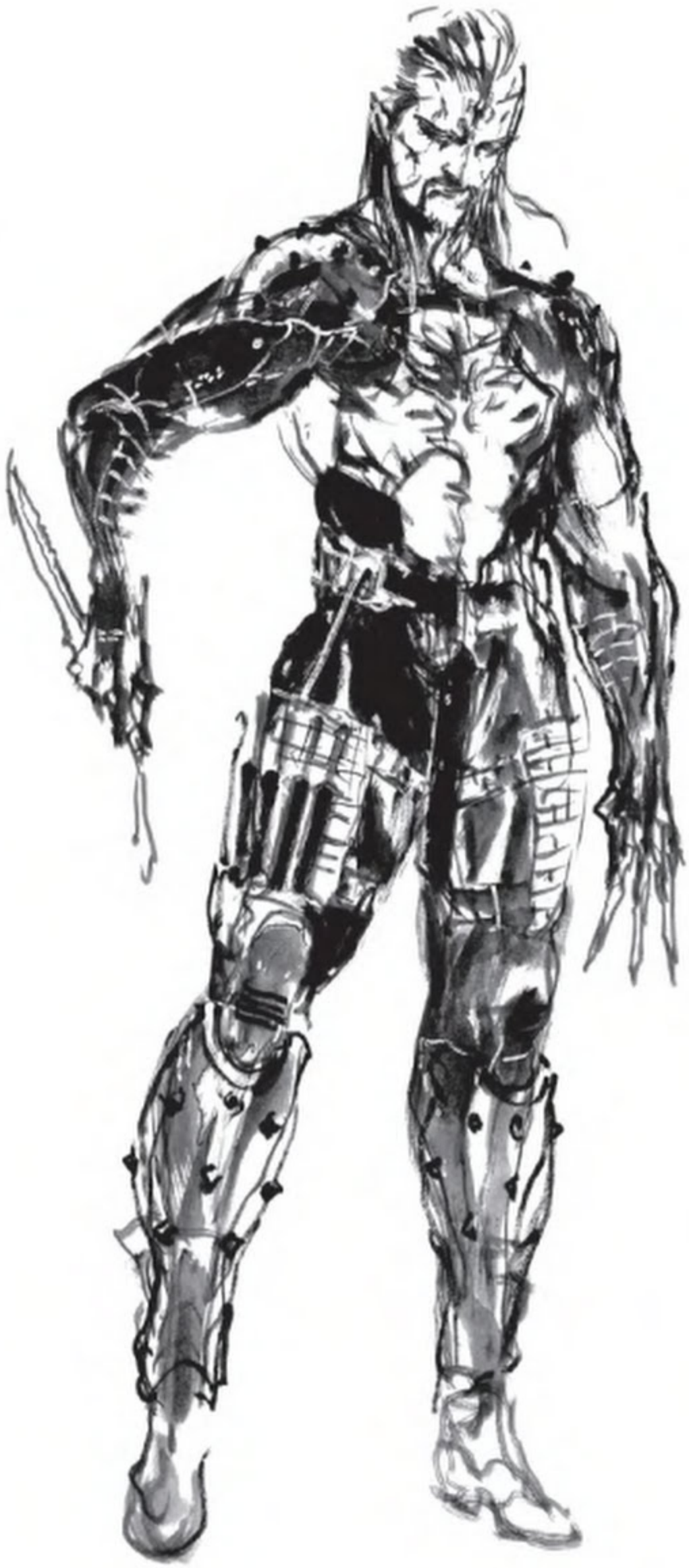
Матеріал, захищений авторським правом

A

A 1. New FOXHOUND
2. Man!
3. Heavily scarred face and torn ear.
Always wears neck gaiter to hide deformities.

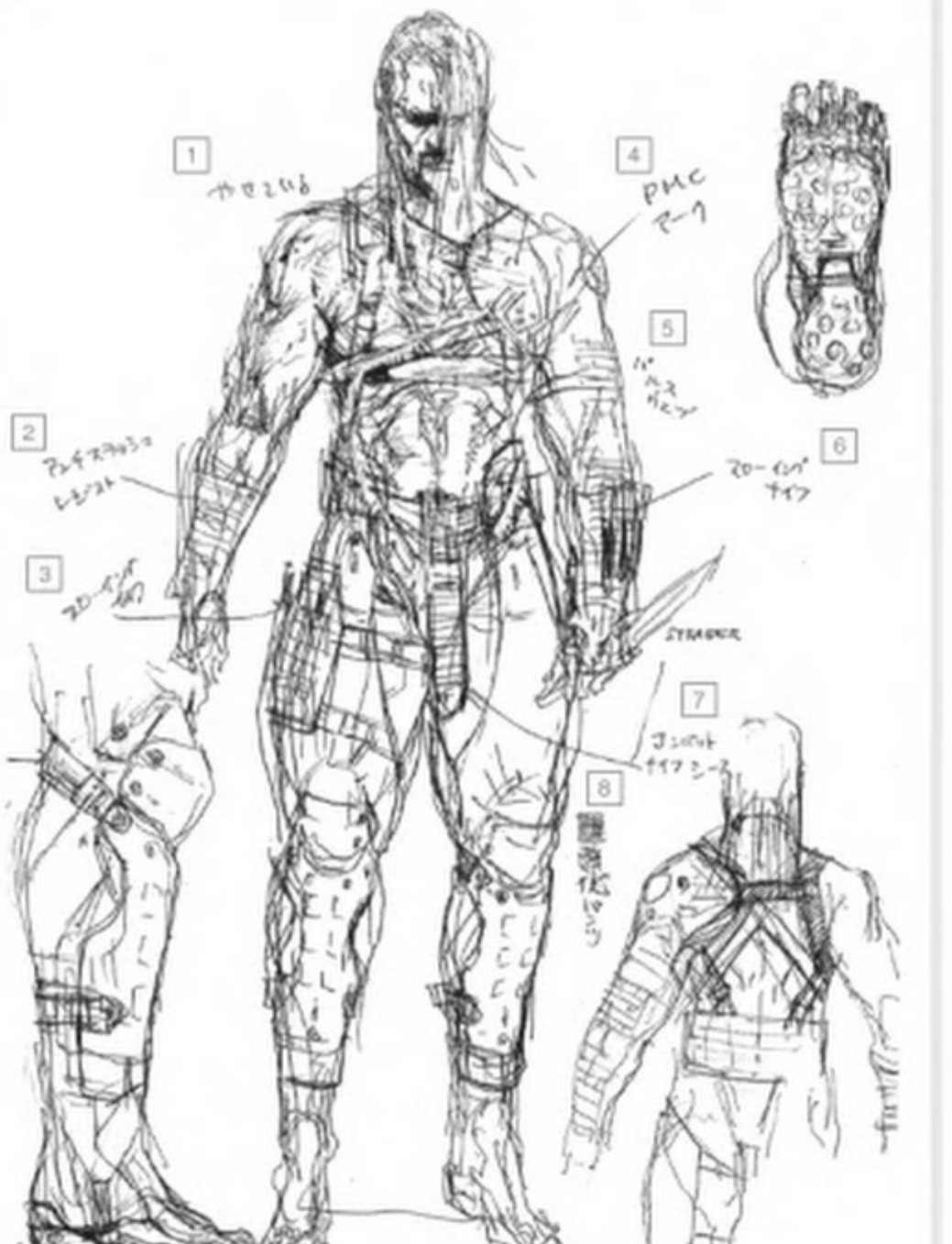
Матеріал, захищений авторським правом

A



1 VAMP

B



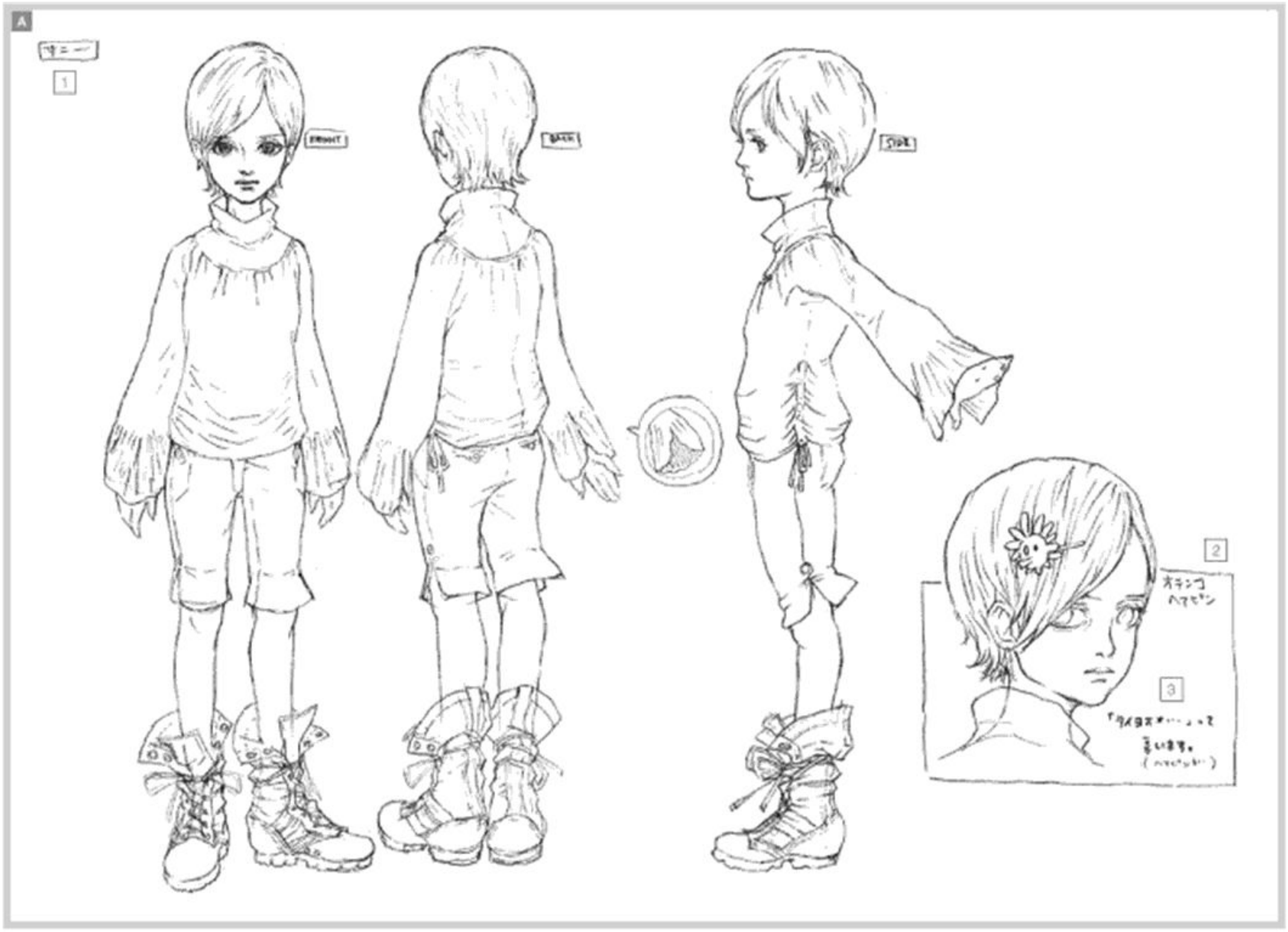
Vamp

A 1. Vamp
- Wearing the dog tags of deceased Dead Cell members.

B 1. Slim build
2. Cut resistant
3. Throwing knife
4. PMC emblem
5. Nylon webbing
6. Throwing knife
7. Combat knife sheath
8. Reinforced pants

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом



A 1. Sunny
2. Otenko hair clip
3. The hair clip calls out, "Taiyoooo . . ."*

***Editor's note:** Taiyo translates to "sun."*

Матеріал, захищений авторським правом

Otacon

Матеріал, захищений авторським правом

Drebin

Campbell

Zero

Little John

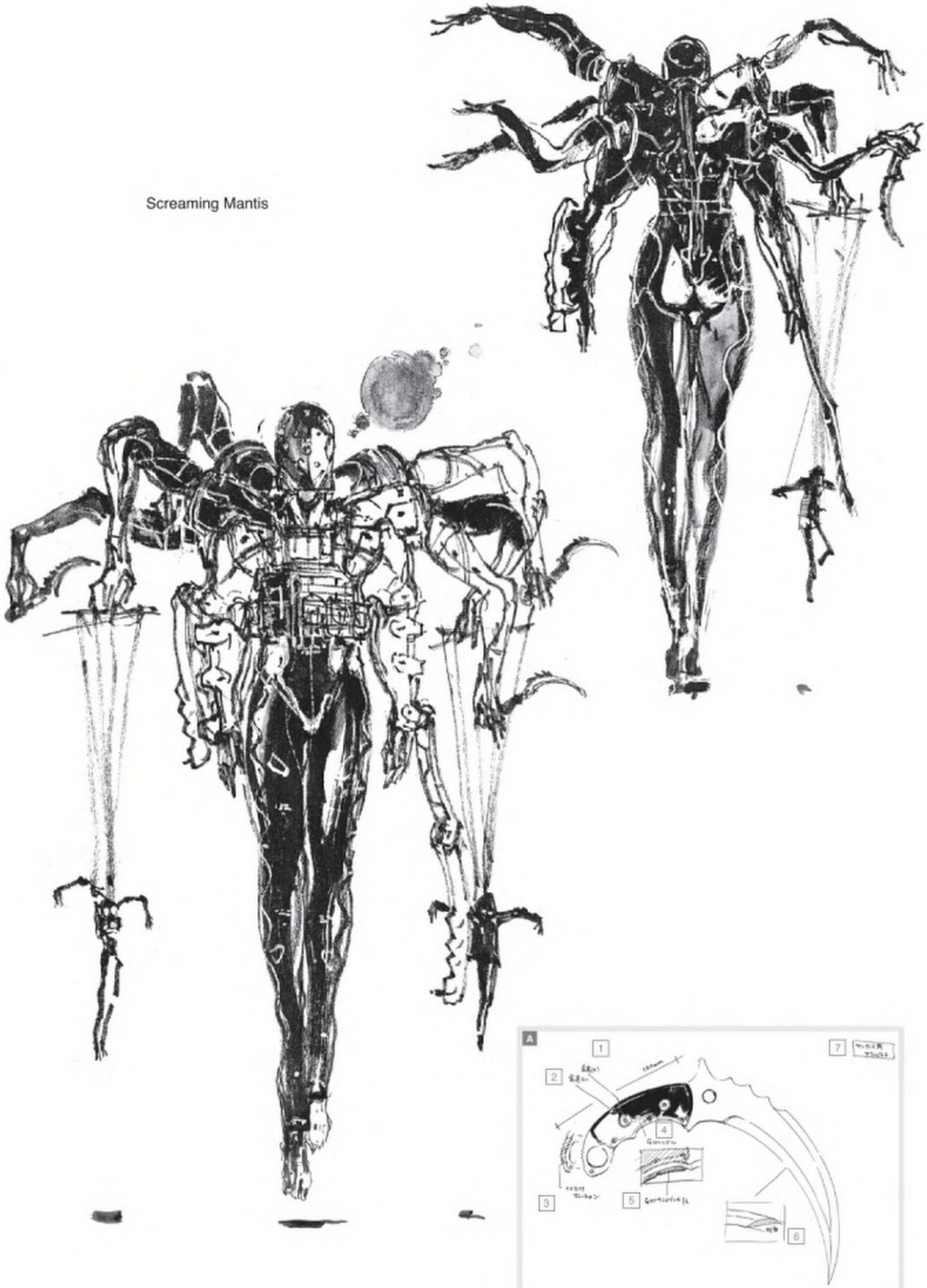
Матеріал, захищений авторським правом

Mei Ling

Rose

Матеріал, захищений авторським правом

Screaming Mantis



A 1. Clasp, big
2. Clasp, small
3. This part is serrated.
4. G10 handle
5. G10 layer
6. Cross section
7. Screaming Mantis's karambit.

Матеріал, захищений авторським правом

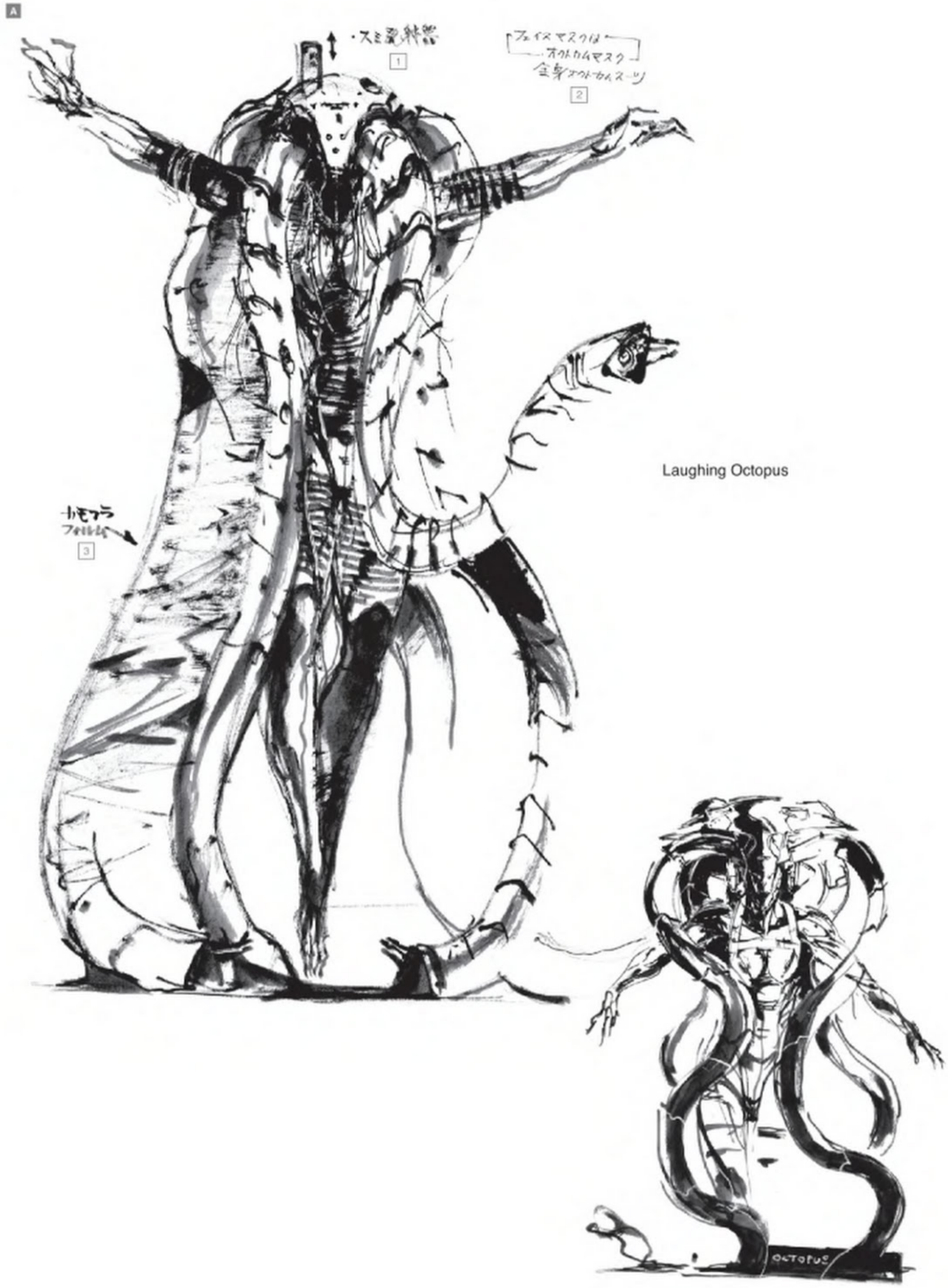
A

B

A 1. Chest rig and leg panel
2. Is the huge sickle too much?
3. Large karambit
4. Use karambit

B 1. Screaming Mantis's empty suit.

Матеріал, захищений авторським правом

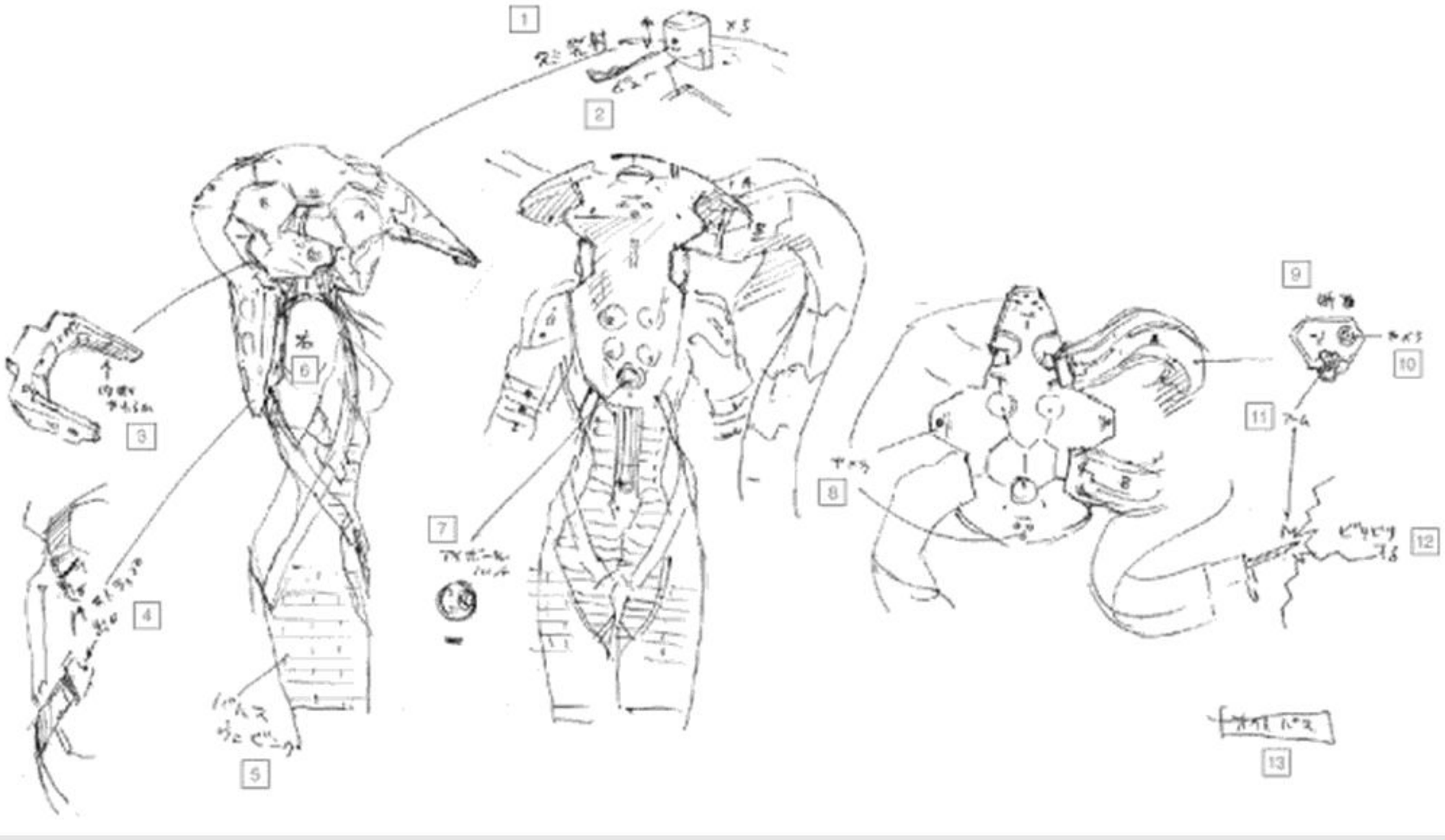


Laughing Octopus

A 1. Ink-expelling siphon
2. Full face mask is OctoCamo Mask.
Full-body OctoCamo Suit
3. Camouflage form

Матеріал, захищений авторським правом

A



B

A
1. Ink expulsion
2. *"PEWWW"* is the sound of the ink expelling
3. Soft interior
4. Strap exit
5. PALS webbing
6. Right side
7. Eyeball socket
8. Camera
9. Cross section
10. Camera
11. Arm
12. Electrical shock
13. Octopus

B
1. Spin and transform at this angle.
2. Numbing prod. Poisonous sting.

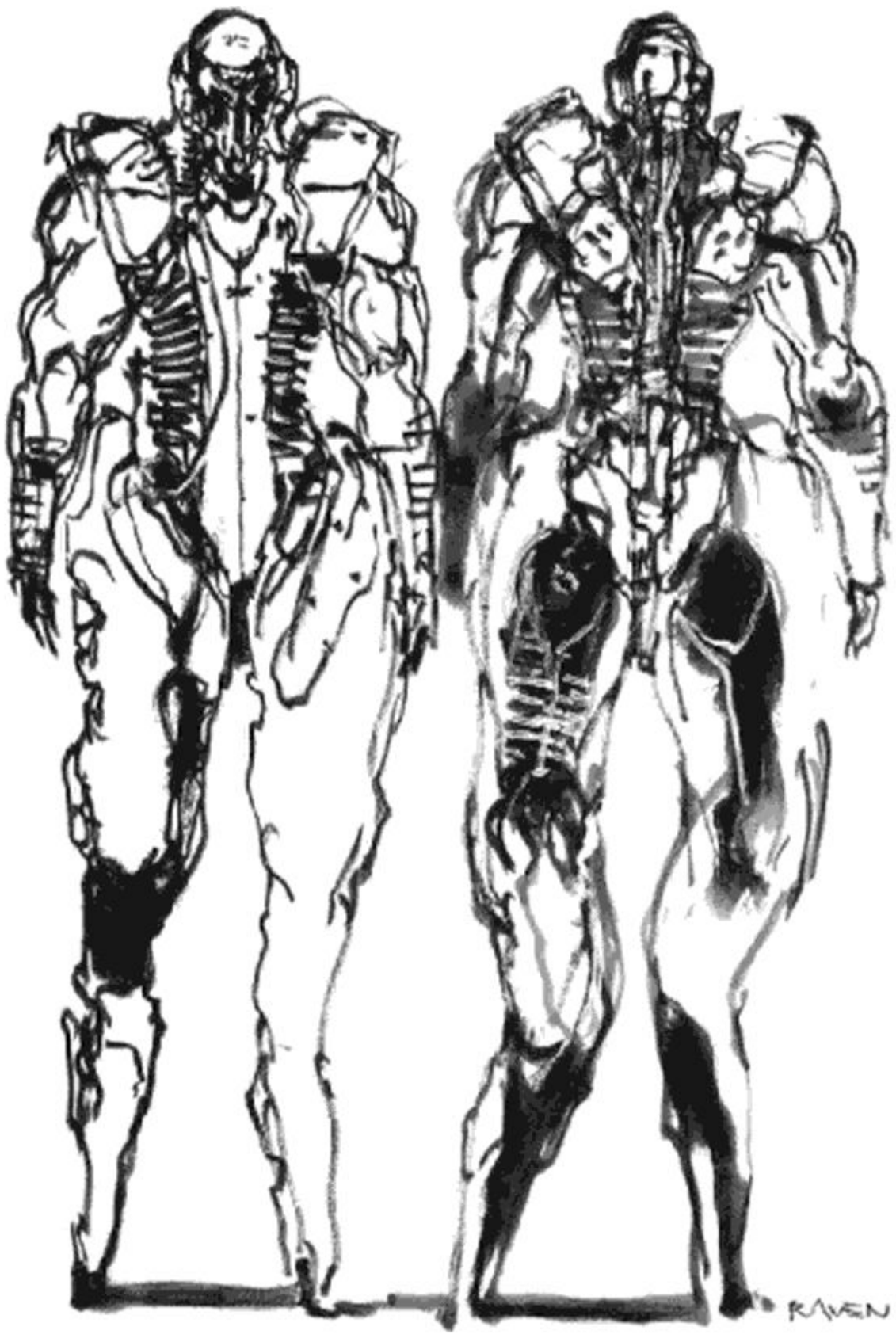
Матеріал, захищений авторським правом

A

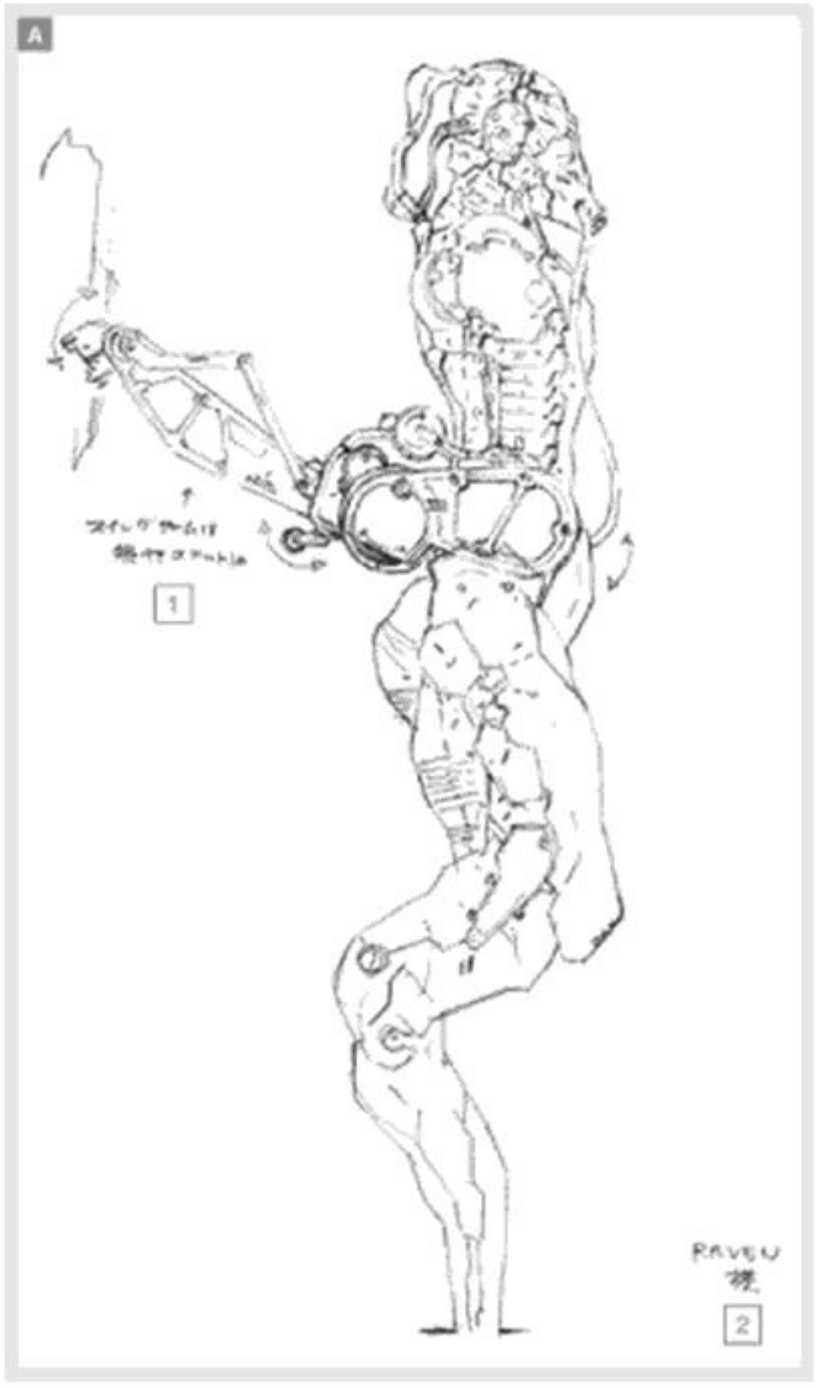
Raging Raven

A 1. Size comparison with human
2. Raven flight unit
3. Each has the ability to single-handedly seek and destroy
4. Raven group

Матеріал, захищений авторським правом

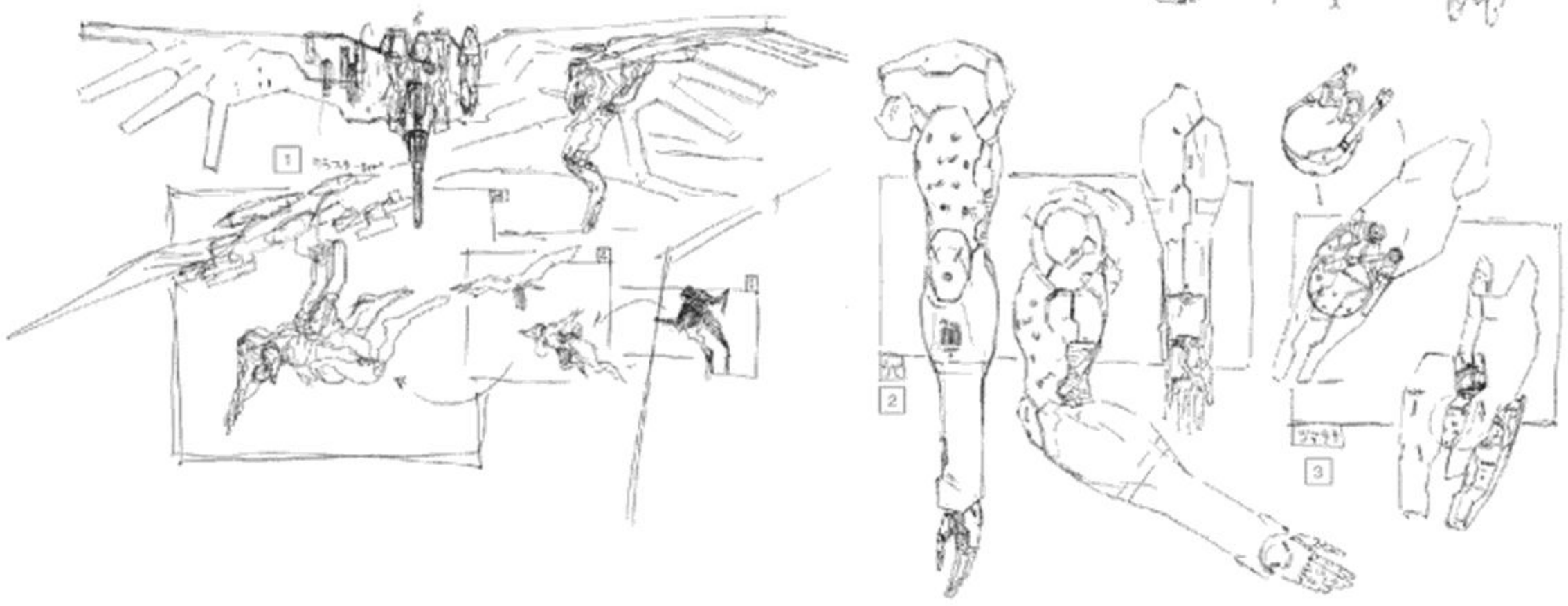


A



B

C

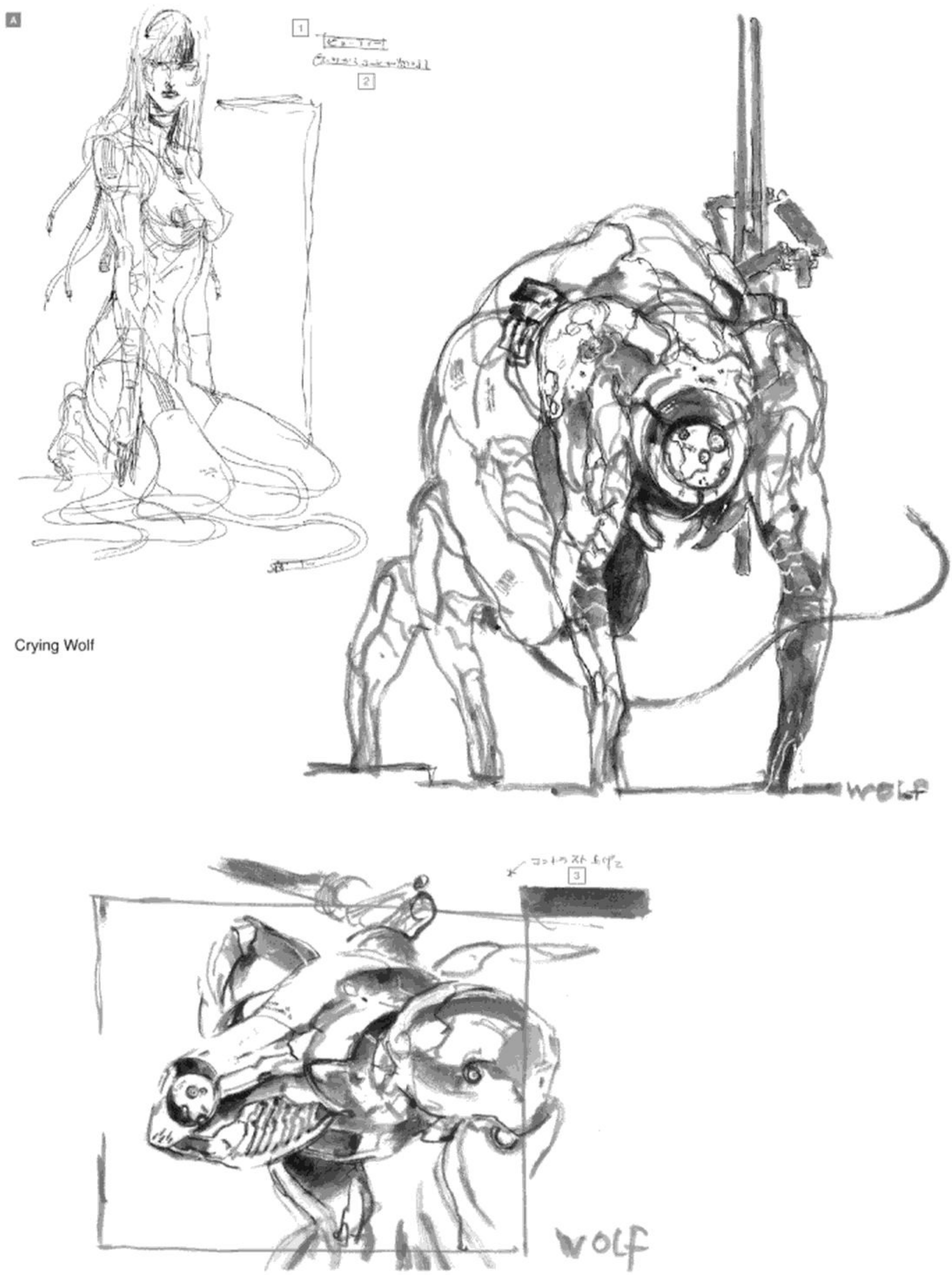


A 1. Swing arm becomes flight unit
2. Raven side view

B 1. Raven—hand
2. Arm
3. Toes

C 1. Cluster bomb

Матеріал, захищений авторським правом

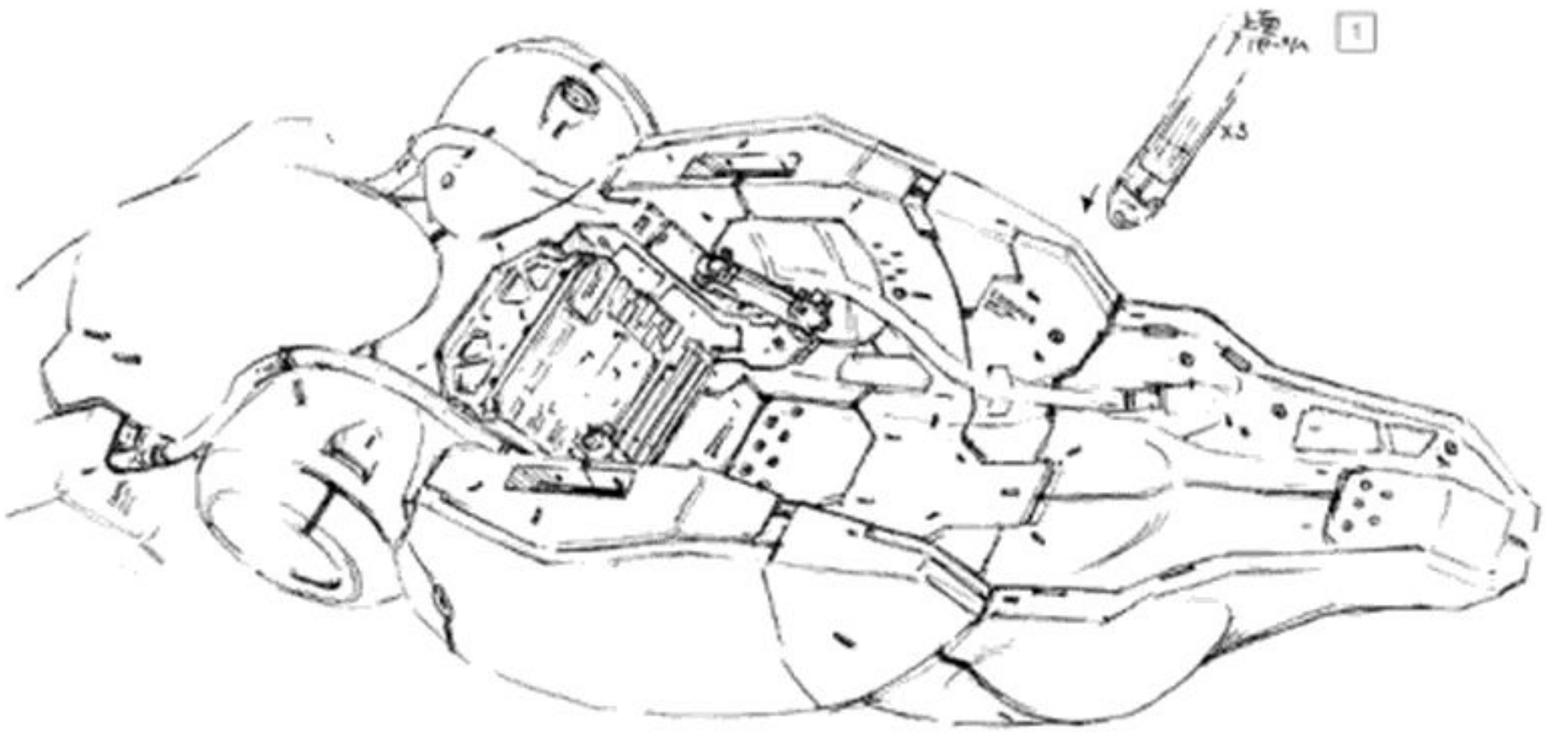


Crying Wolf

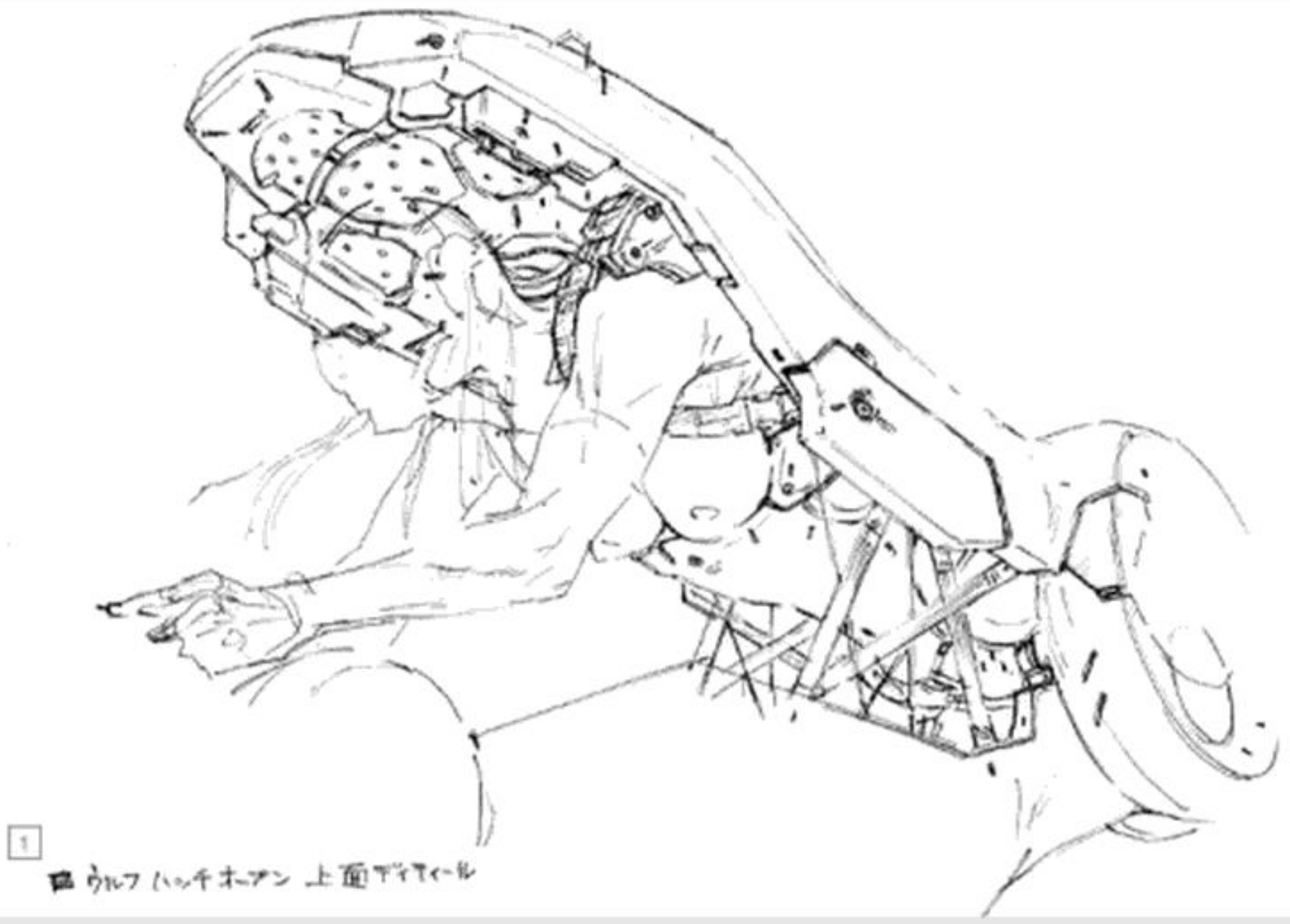
A 1. Beauty
2. Cords extending from her suit.
3. More contrast

Матеріал, захищений авторським правом

A



B



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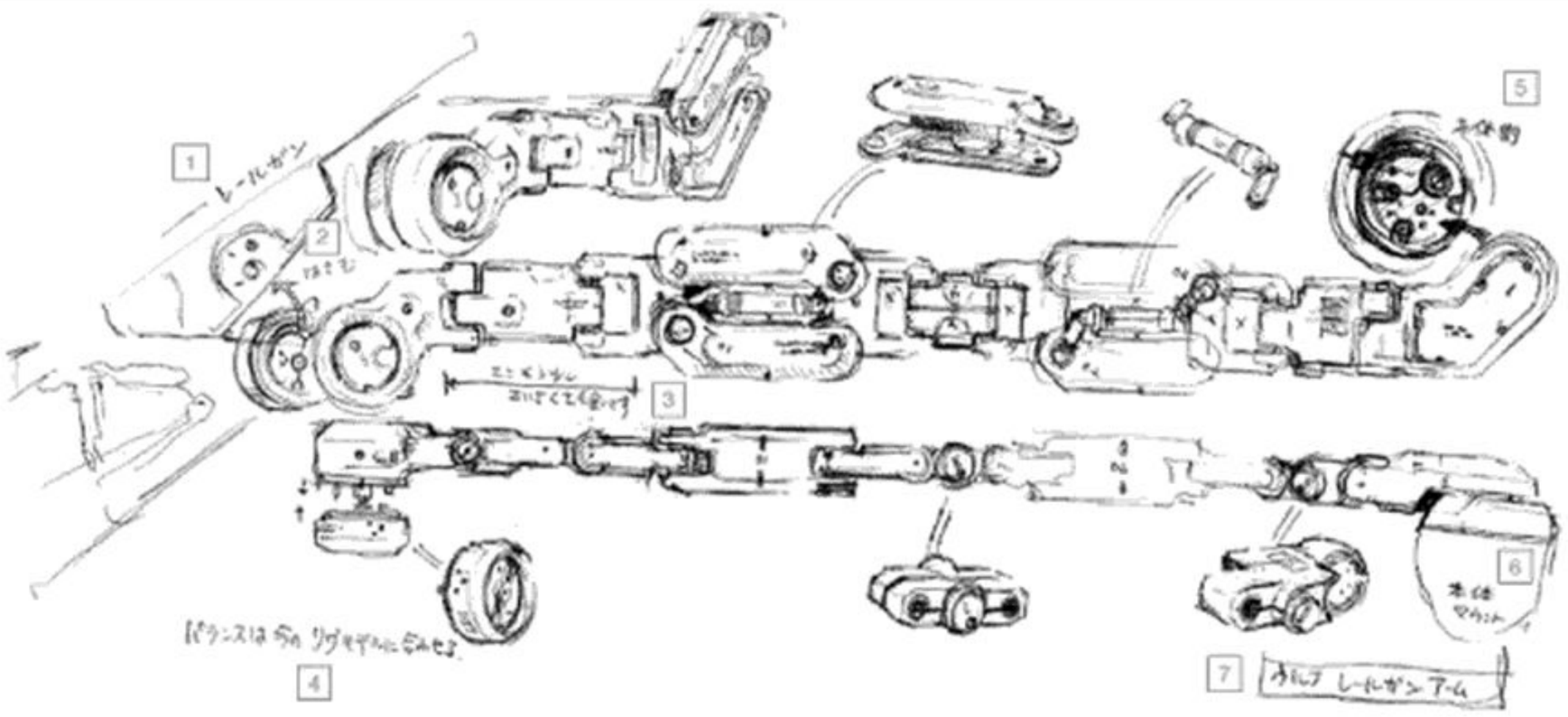


A 1. Top hatch connection point
2. Open hatch, lower surface details

B 1. Open hatch, upper surface details

C 1. Rail gun
2. Fits between
3. This could be smaller
4. Use rig model for scale balance
5. Main unit side
6. Main unit mount
7. Rail gun arm

Матеріал, захищений авторським правом

Soldiers

A 1. US Ranger troop
- Three-color pattern
- Camouflaged armor

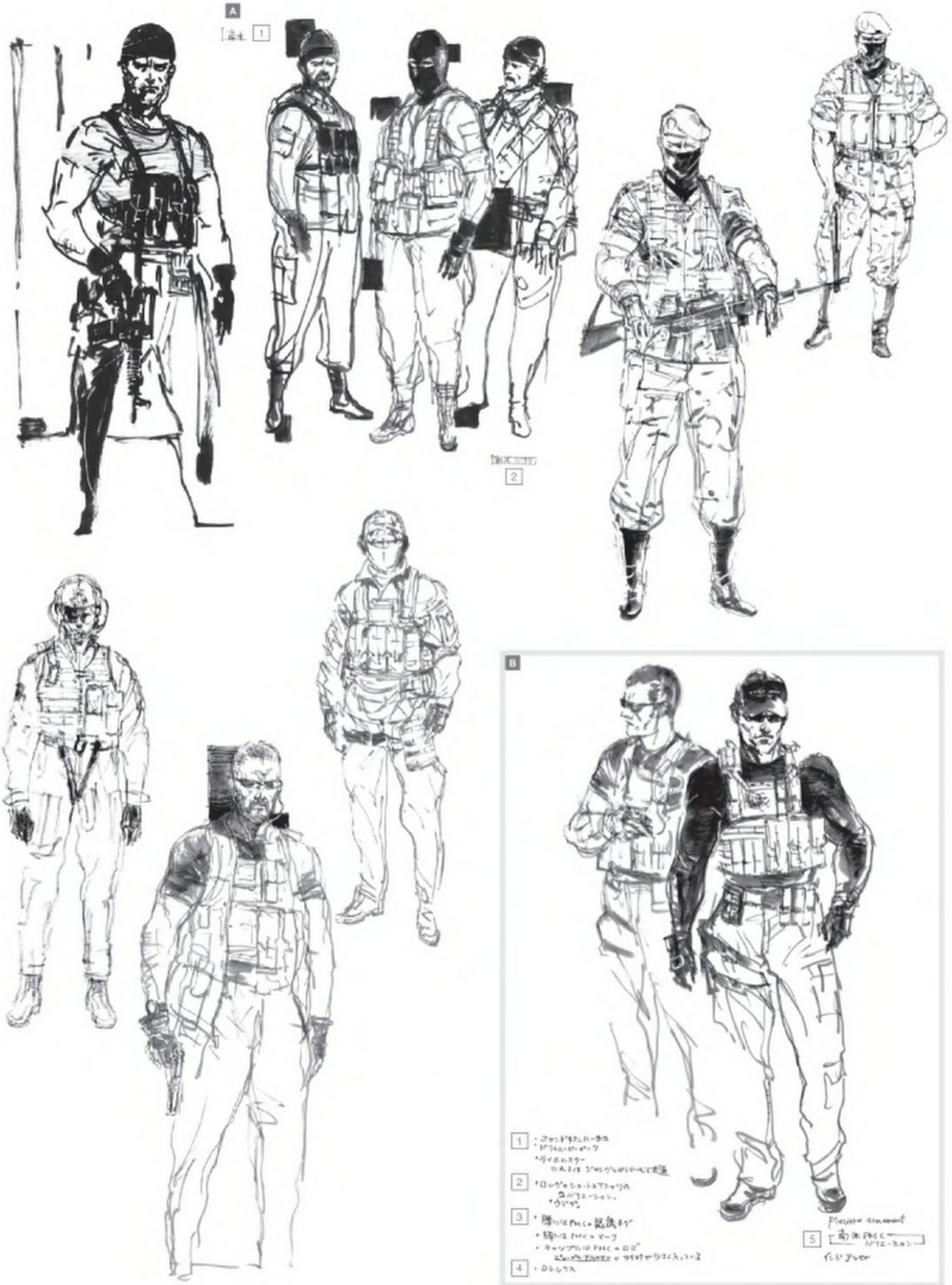
B 1. Baseball-capped sniper
2. Liquid Snake temporary mercenary
3. Black fleece
Body armor—CIRAS (Color: coyote brown)
4. Base layer—flight suit (tan)
5. Black boots
6. Glossy texture
7. Matte lining

C 1. PMC badge
2. Eastern European PMC
3. Full armor
- Night vision goggles
- Helmet
- Chin guard
- CIRAS . . . used as plate carrier?

4. Color?
OD flight suit.
Black armor

Матеріал, захищений авторським правом

A



B

A 1. South America
2. South American guerrilla

B 1. Commando recon harness
- Paratrooper pants
- Thigh holster
- Also used for jungle patrol

2. Long- and short-sleeved (with arm hair) variations
3. PMC dog tag on the waist
- PMC badge on the chest
- PMC logo on the cap "Pieuvre Armement" written small in katakana

4. Rolex
5. Pieuvre Armement—South American PMC—indoor version

Матеріал, захищений авторським правом

A

東欧モブシーン（ラフ）

1

Resistance

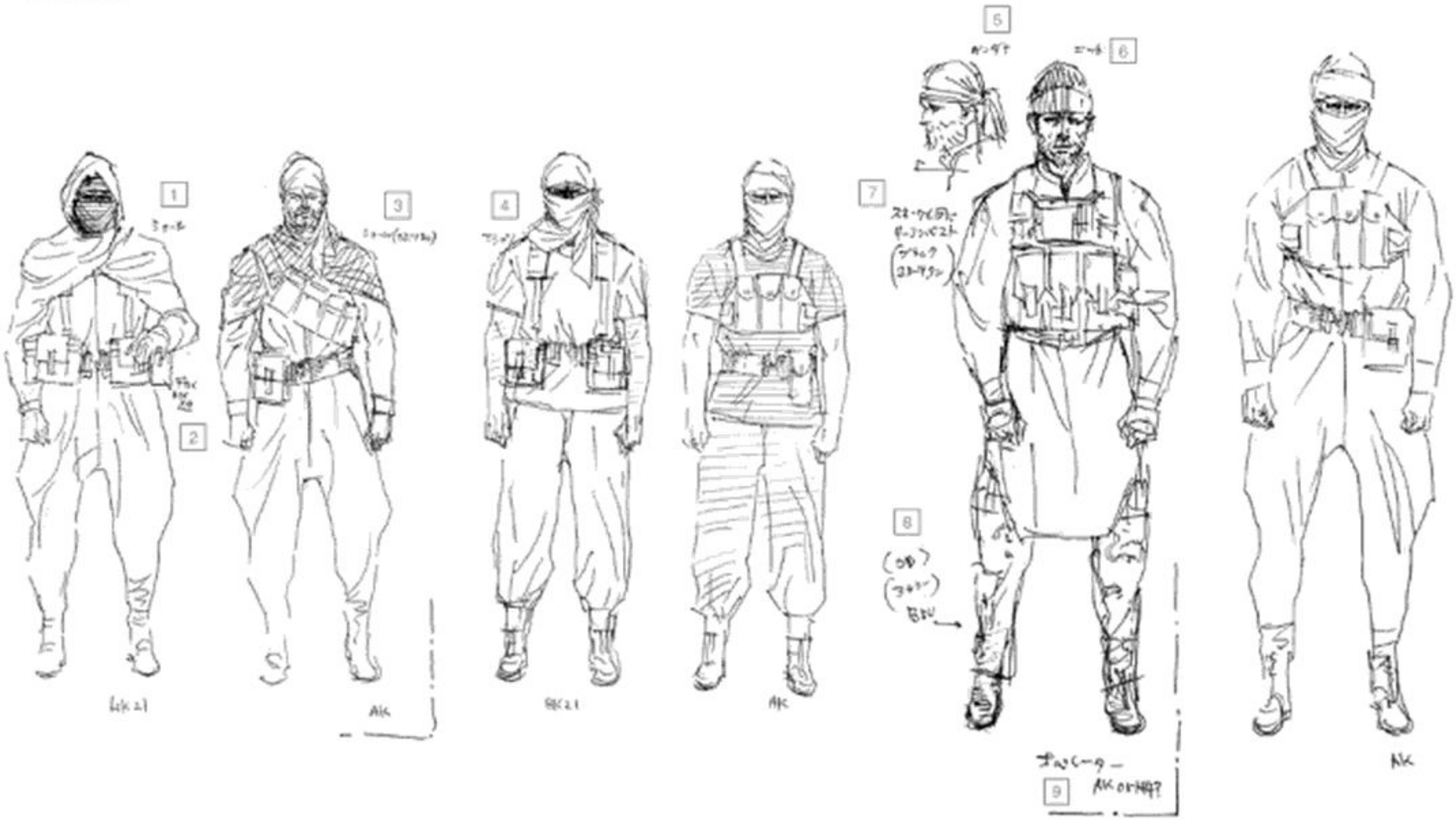
2

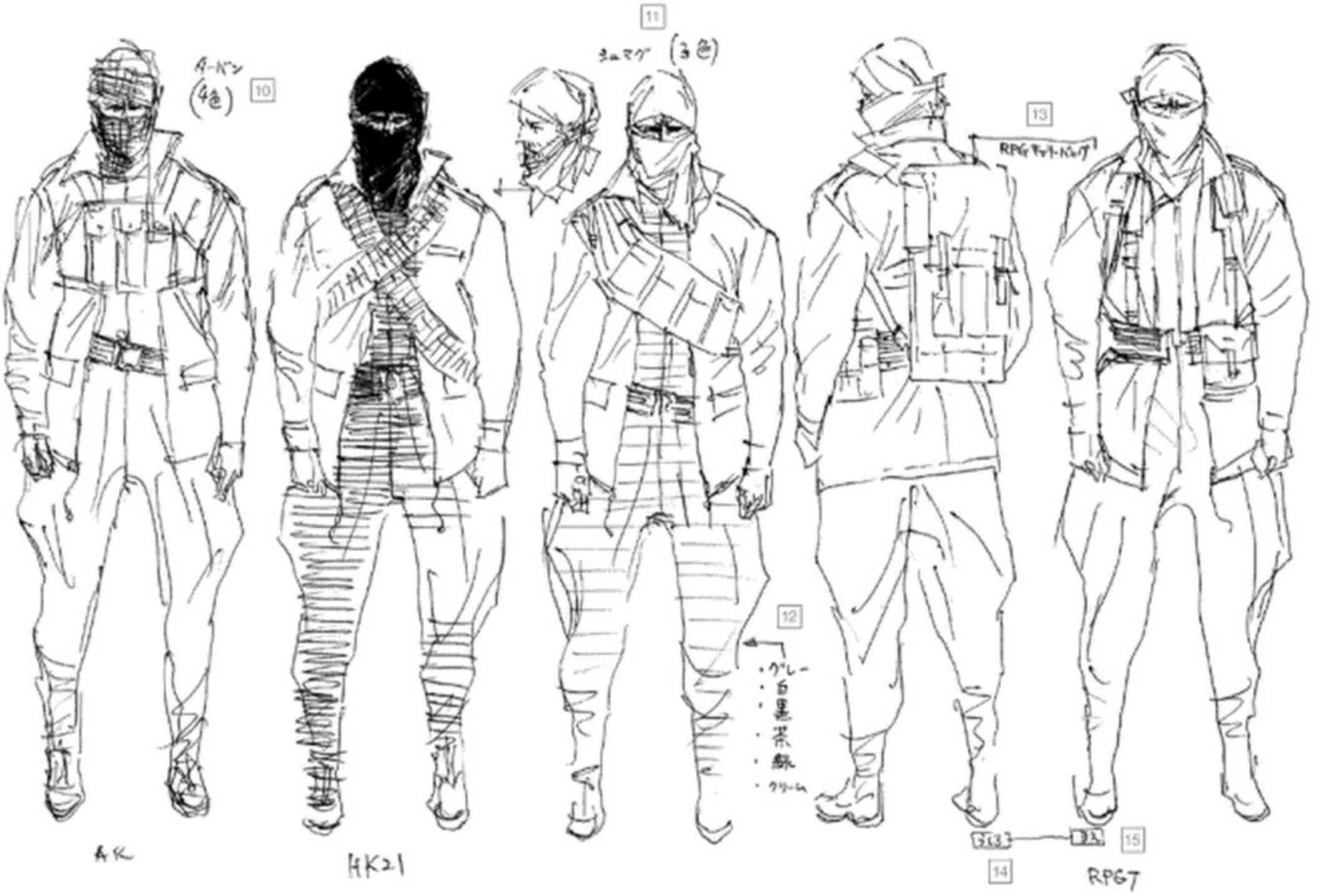
3

A 1. Eastern European mob scene (casually dressed).
2. Eastern European guerrilla Black leather. Everyone wears black leather. They look like spies.
3. Eastern European resistance

Матеріал, захищений авторським правом

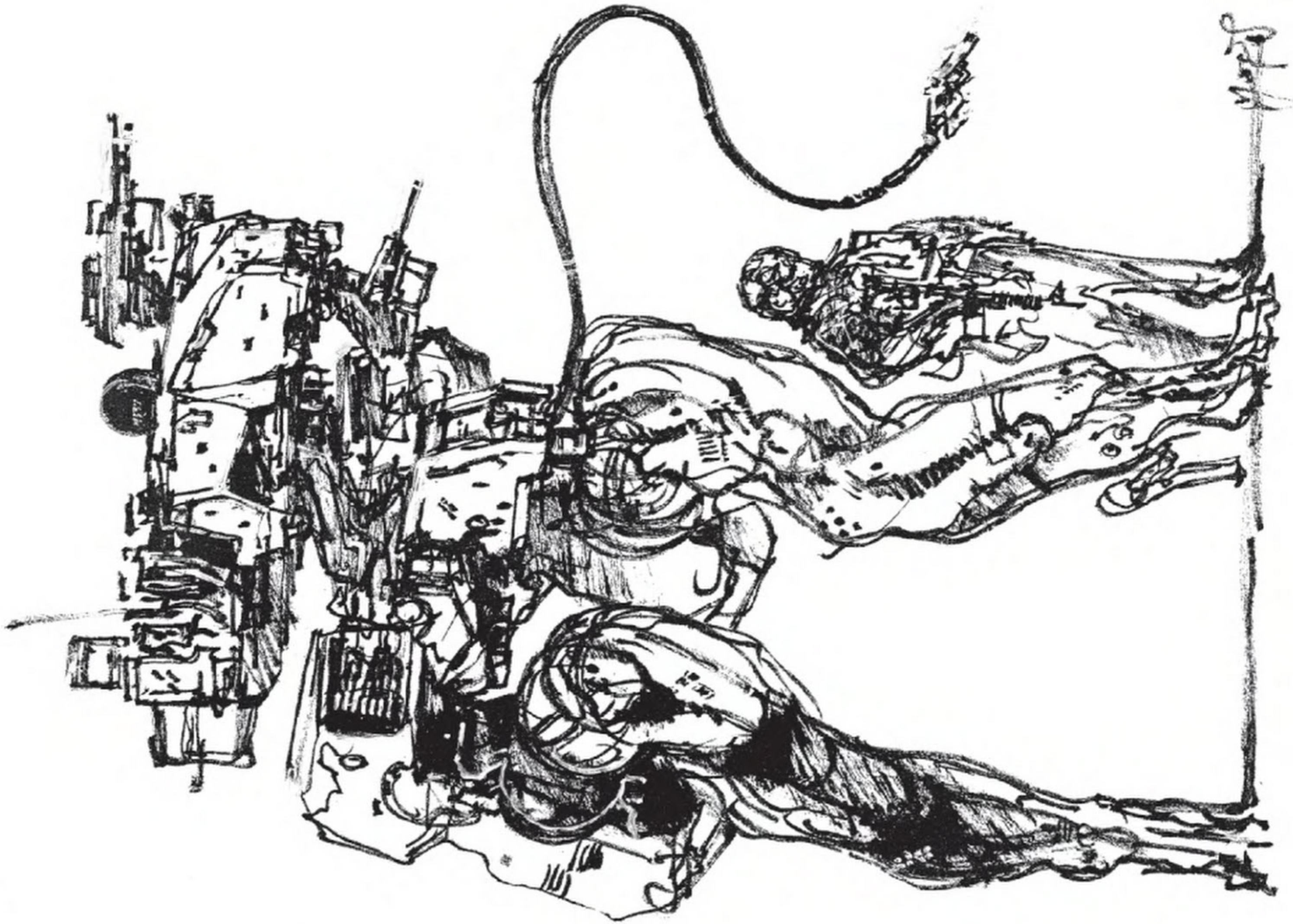
A Militia





A 1. Shemagh
2. Four large boxes
3. Shemagh (not covering head)
4. T-shirt
5. Bandana
6. Knit cap
7. Same recon vest as Snake (black, coyote brown, or tan)
8. (OD)
(Three-color pattern)
BDU
9. Operator
10. Turban (four colors)
11. Shemagh (three colors)
12. • Gray
• White
• Black
• Brown
• Green
• Cream
13. RPG backpack
14. Rear
15. Front

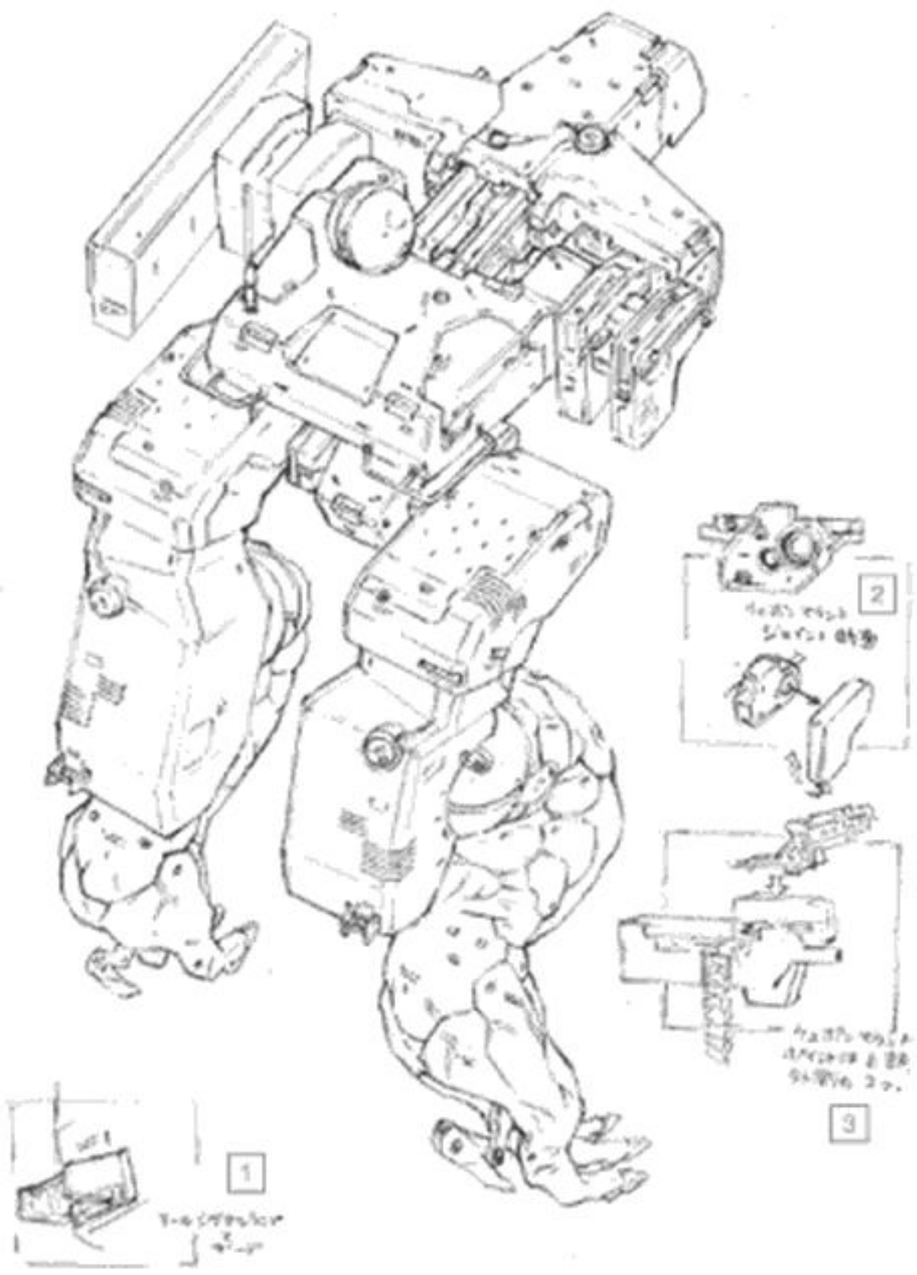
Матеріал, захищений авторським правом



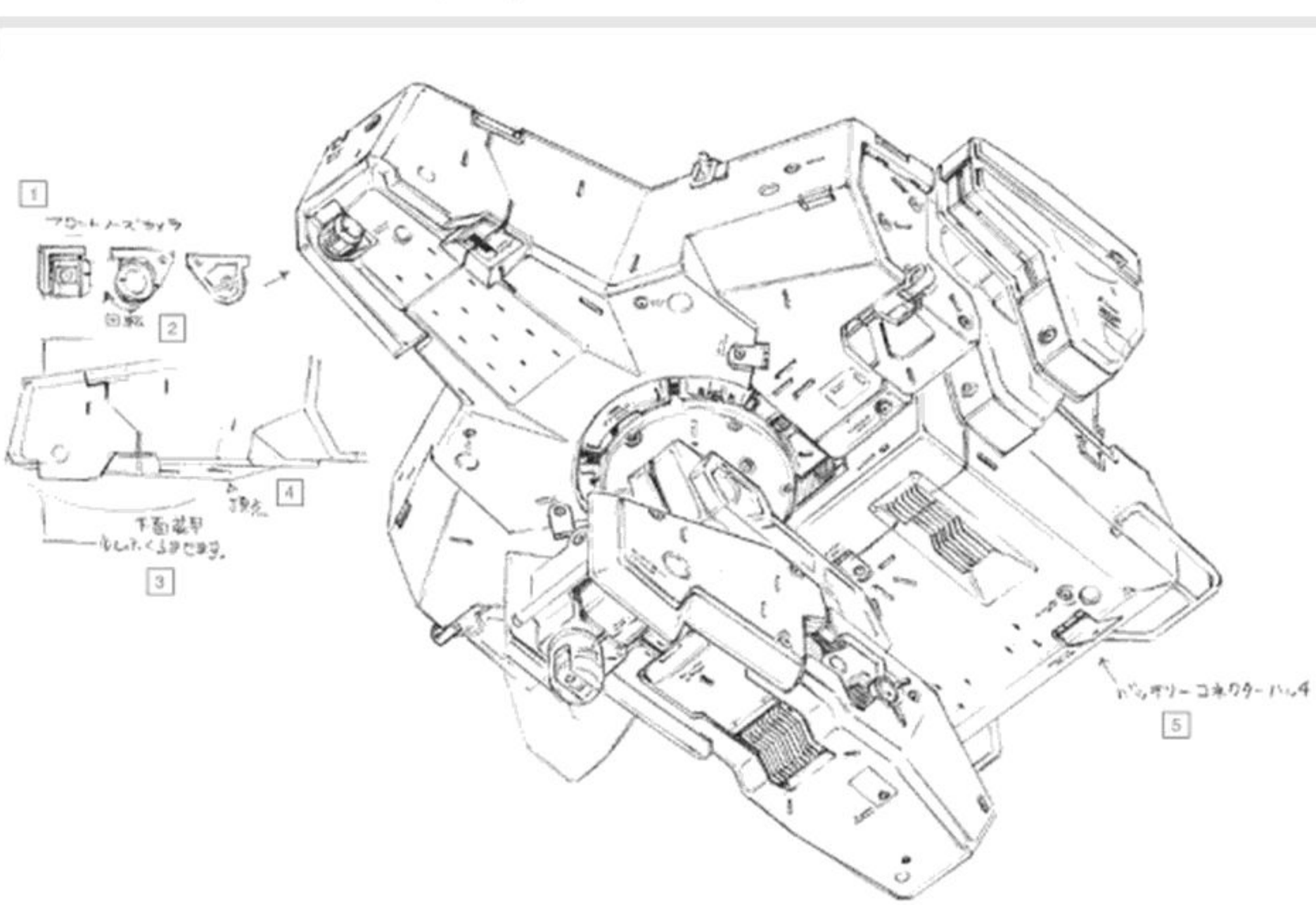
Gekko

Матеріал, захищений авторським правом

A



B

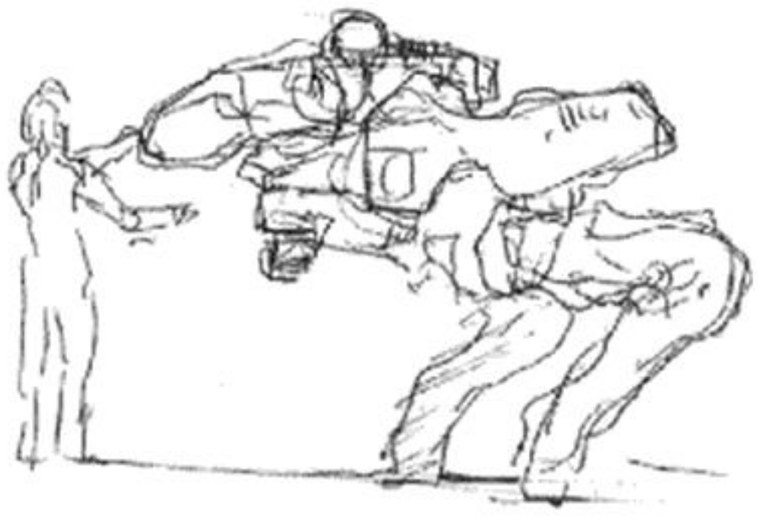


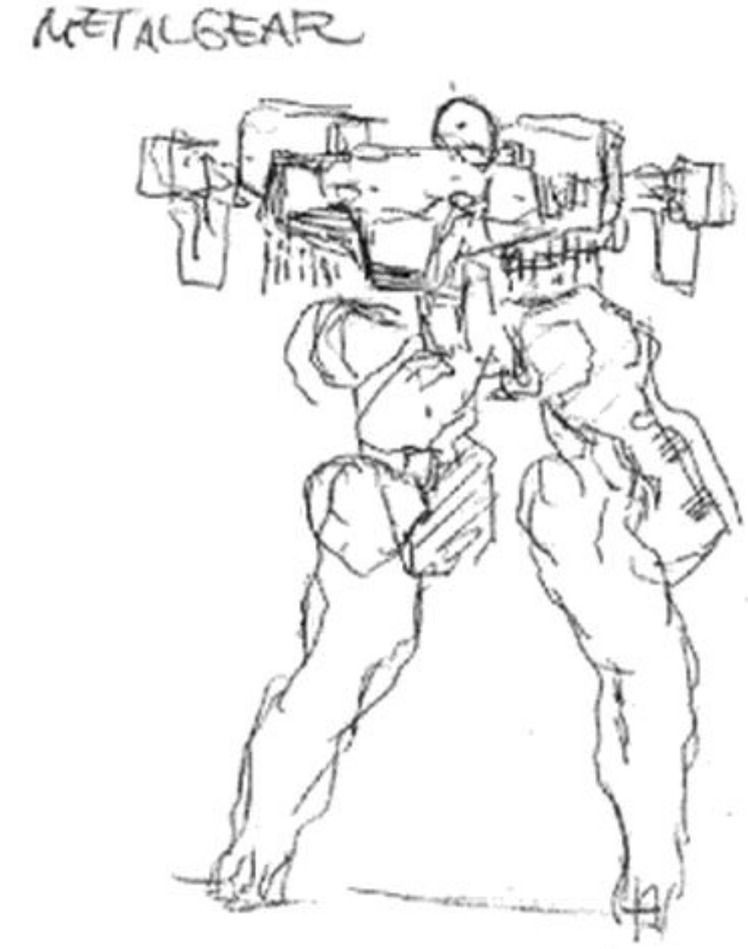
A 1. Rear signal lamp with guard
2. Cross section of weapon mounting joint.
3. Weapon mounting points for the top and bottom exterior surfaces.

B 1. Nose-mounted camera
2. Rotation
3. Armored underside—inflate this some.
4. Apex
5. Battery connection hatch
6. Underside of the Gekko

Матеріал, захищений авторським правом

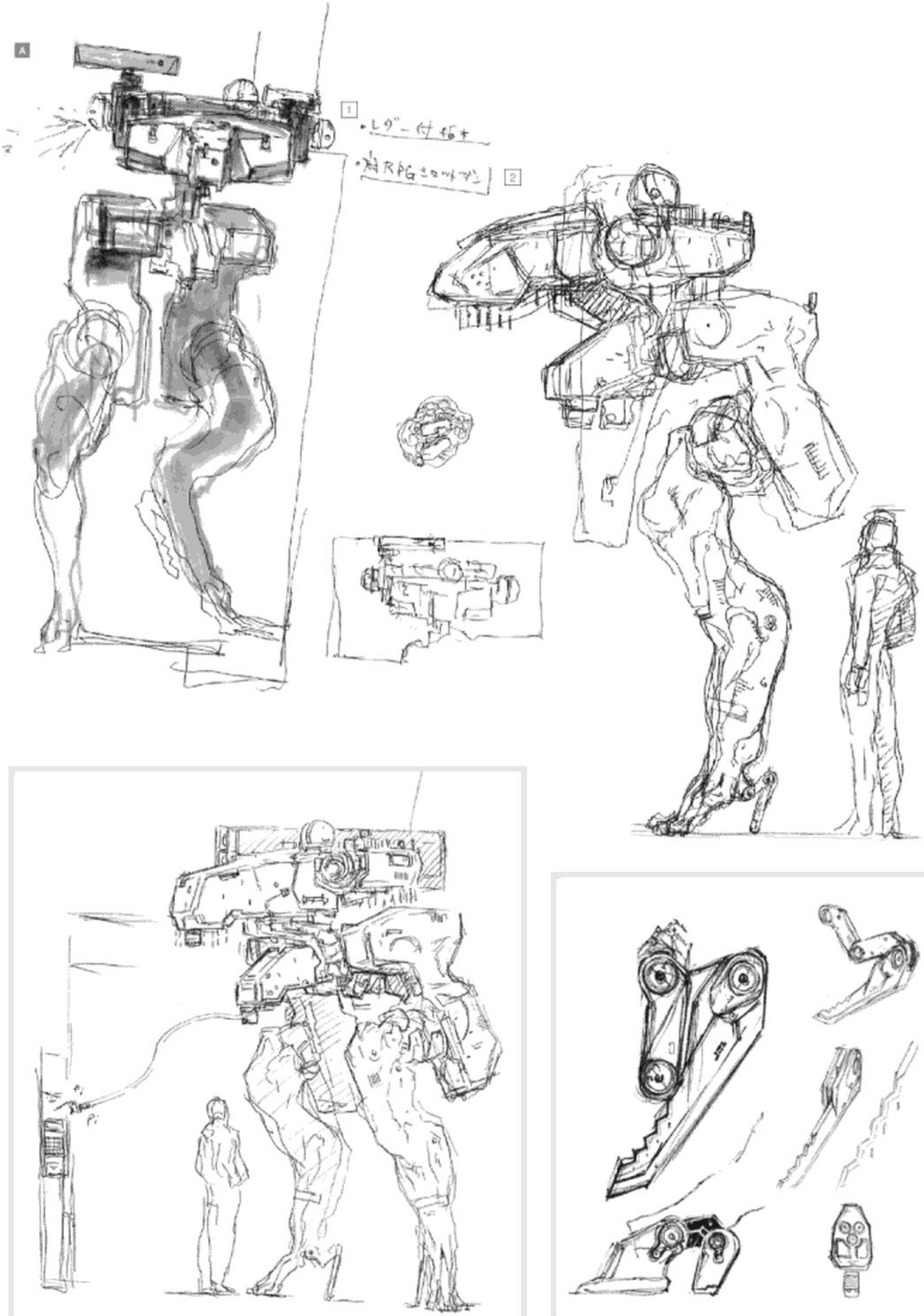
A





A 1. Jaguar

Матеріал, захищений авторським правом



A 1. • Controlled by radar remote
2. • Anti-RPG shotgun

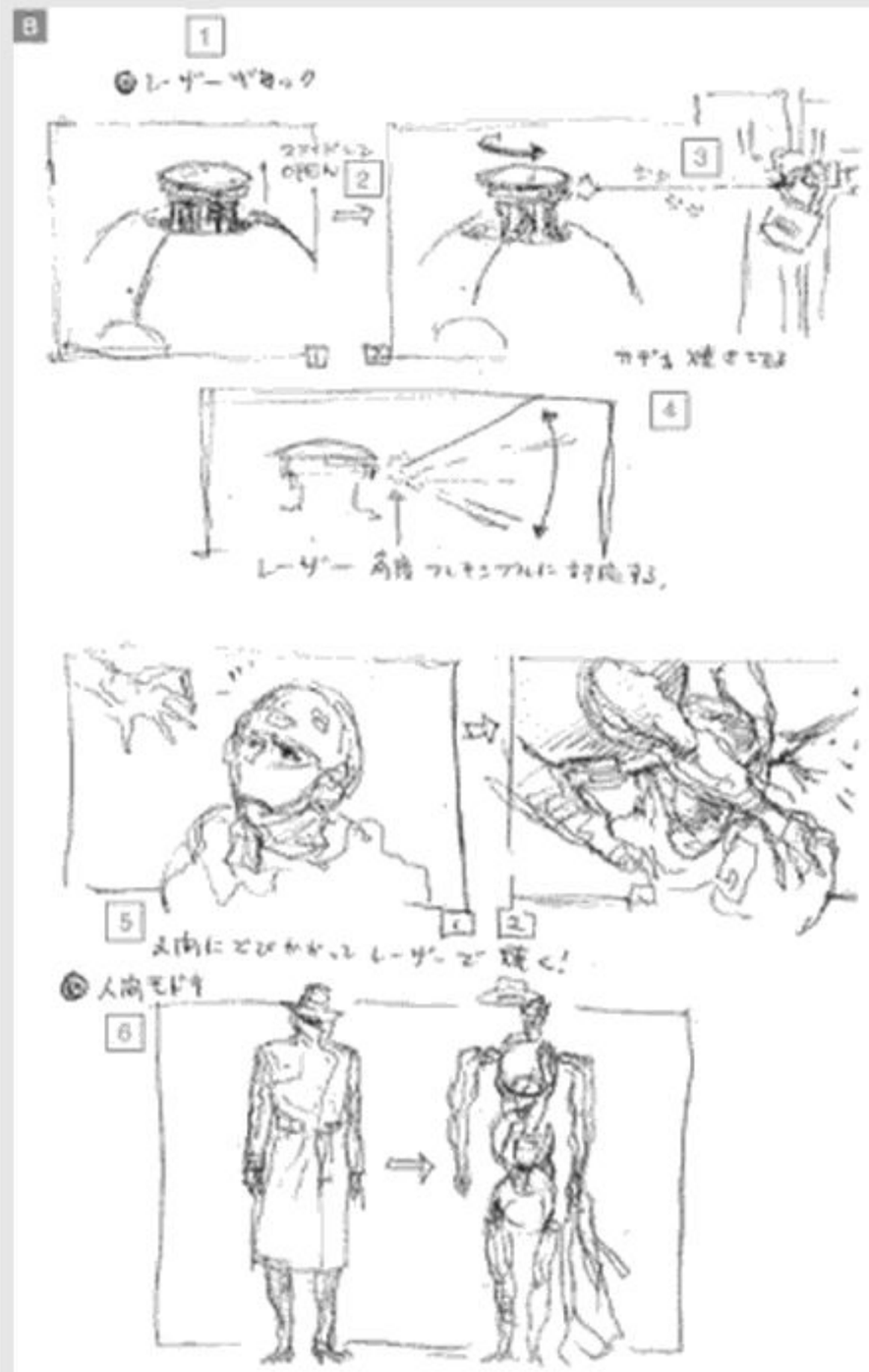
Матеріал, захищений авторським правом

Dwarf Gekko

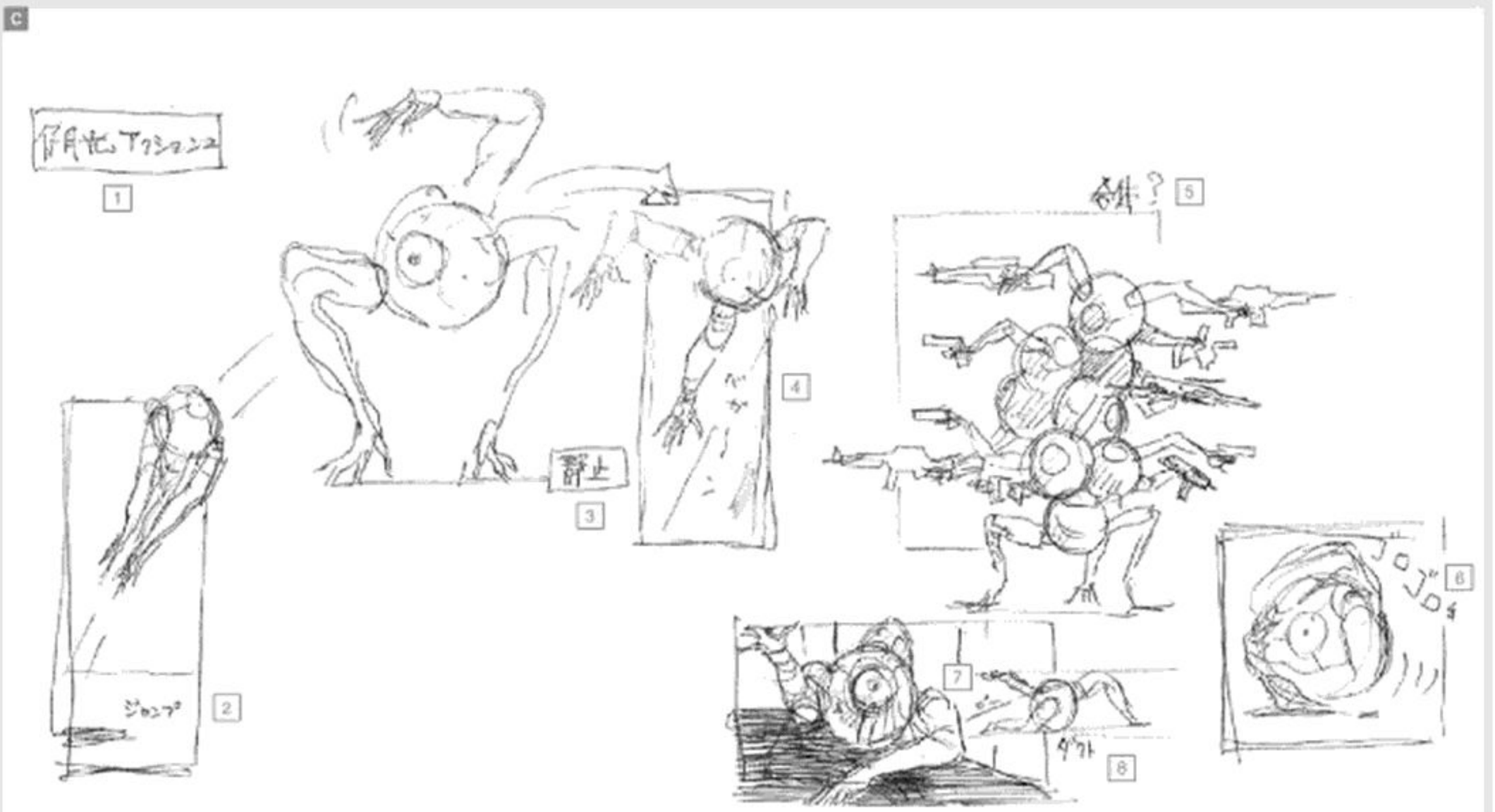
Матеріал, захищений авторським правом

A

B



C



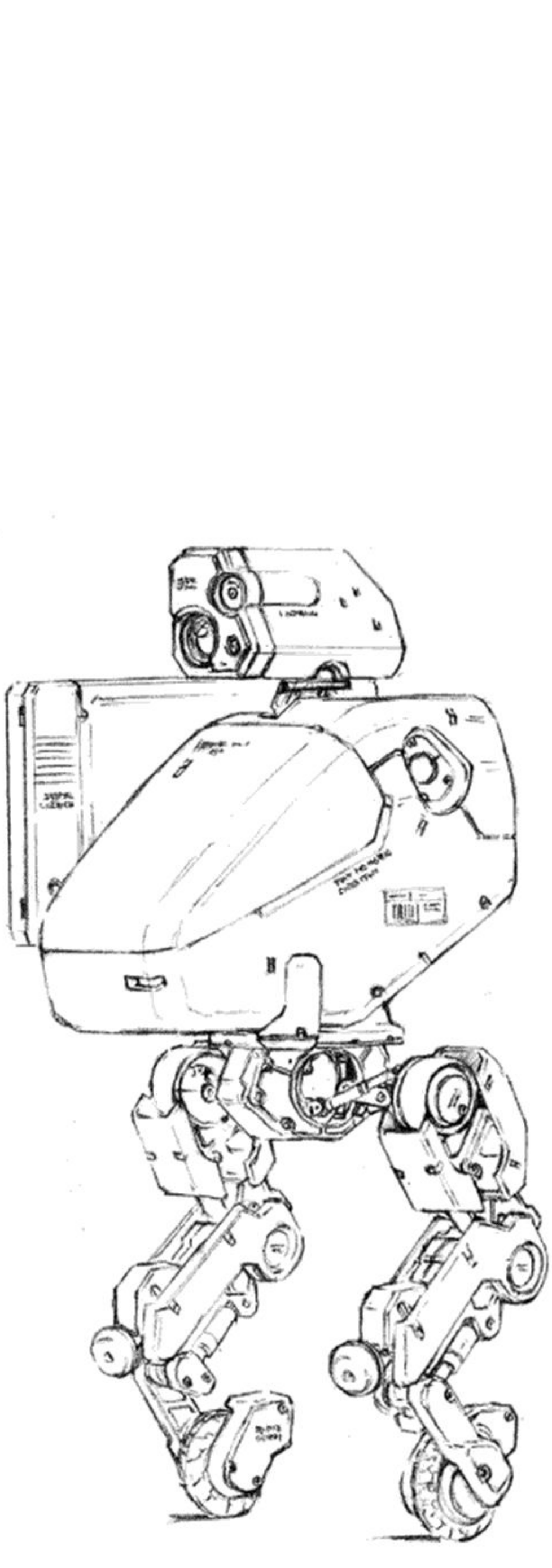
A
1. Dwarf Gekko action
2. *"SCUTTLE SCUTTLE"*
3. *"TWITCH TWITCH"*
4. *"DANGLE DANGLE"*
5. *"DANGLE"*
6. The Dwarf Gekkos hang back to back from one arm, wrapping their other two arms around their bodies.
7. Shooting a handgun
8. Slowly, stealthily, moving in close
9. *"STEP STEP"*
10. Spinning while running
11. Clinging to walls
12. *"CLACK CLACK"*
13. Jump and pounce

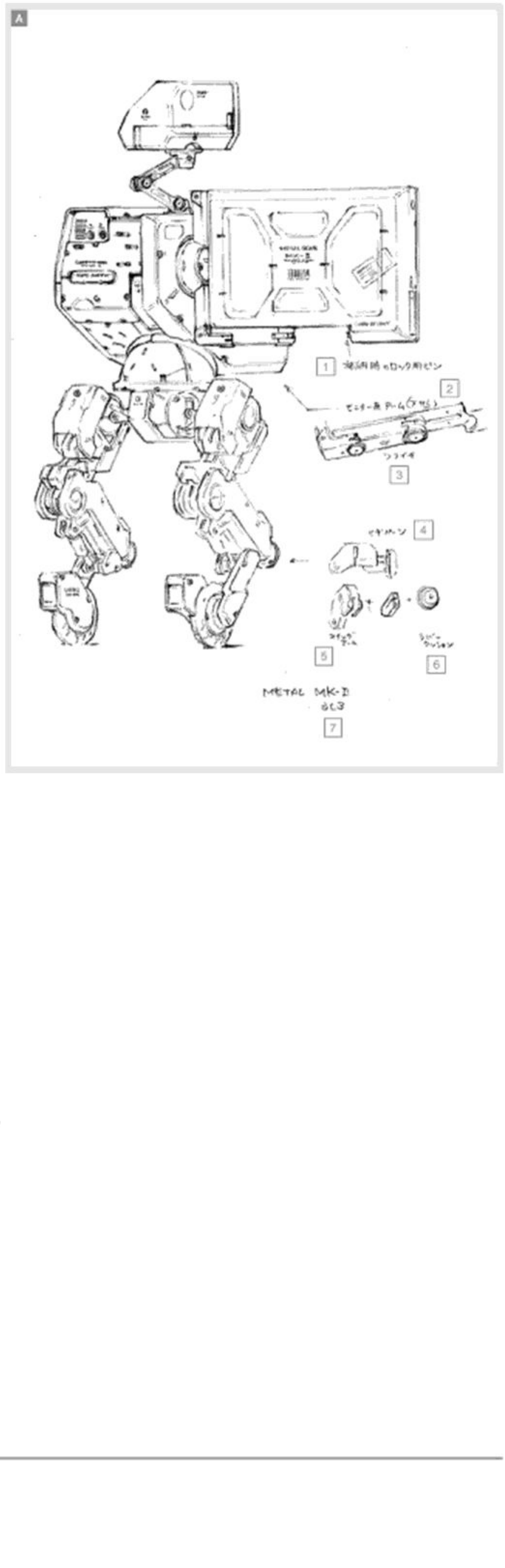
B
1. Laser utility
2. Slide to open
3. *"SIZZLE"*
4. Laser changes angle to extend range
5. The Gekko pounces to burn its target with the laser.
6. The Gekko in disguise

C
1. Dwarf Gekko action moves
2. Jump
3. Complete stillness
4. *"LEAP"*
5. Amalgam?
6. *"ROLL ROLL"*
7. *"SLIDE"*
8. In a duct

Матеріал, захищений авторським правом

Metal Gear Mk. II

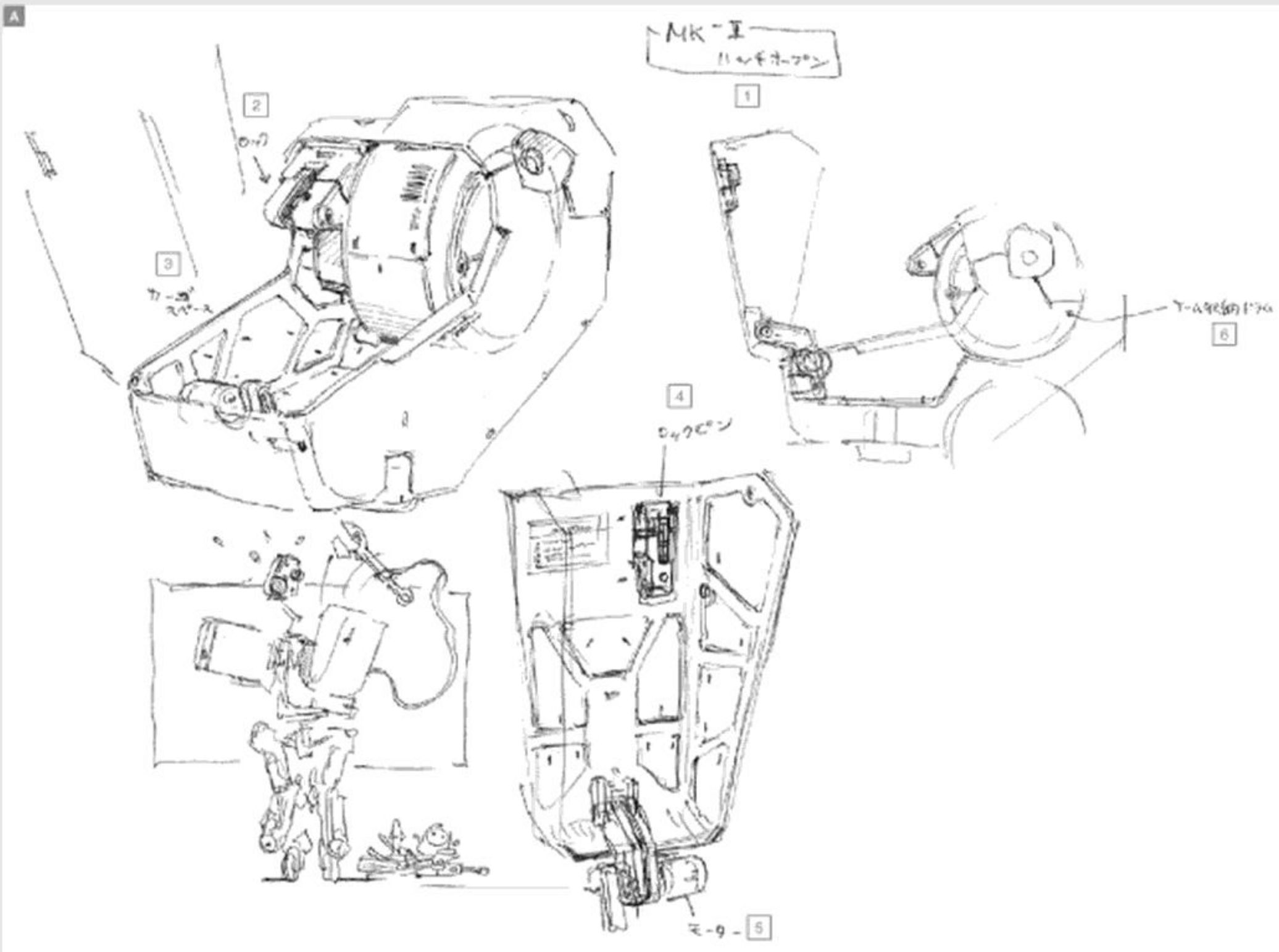




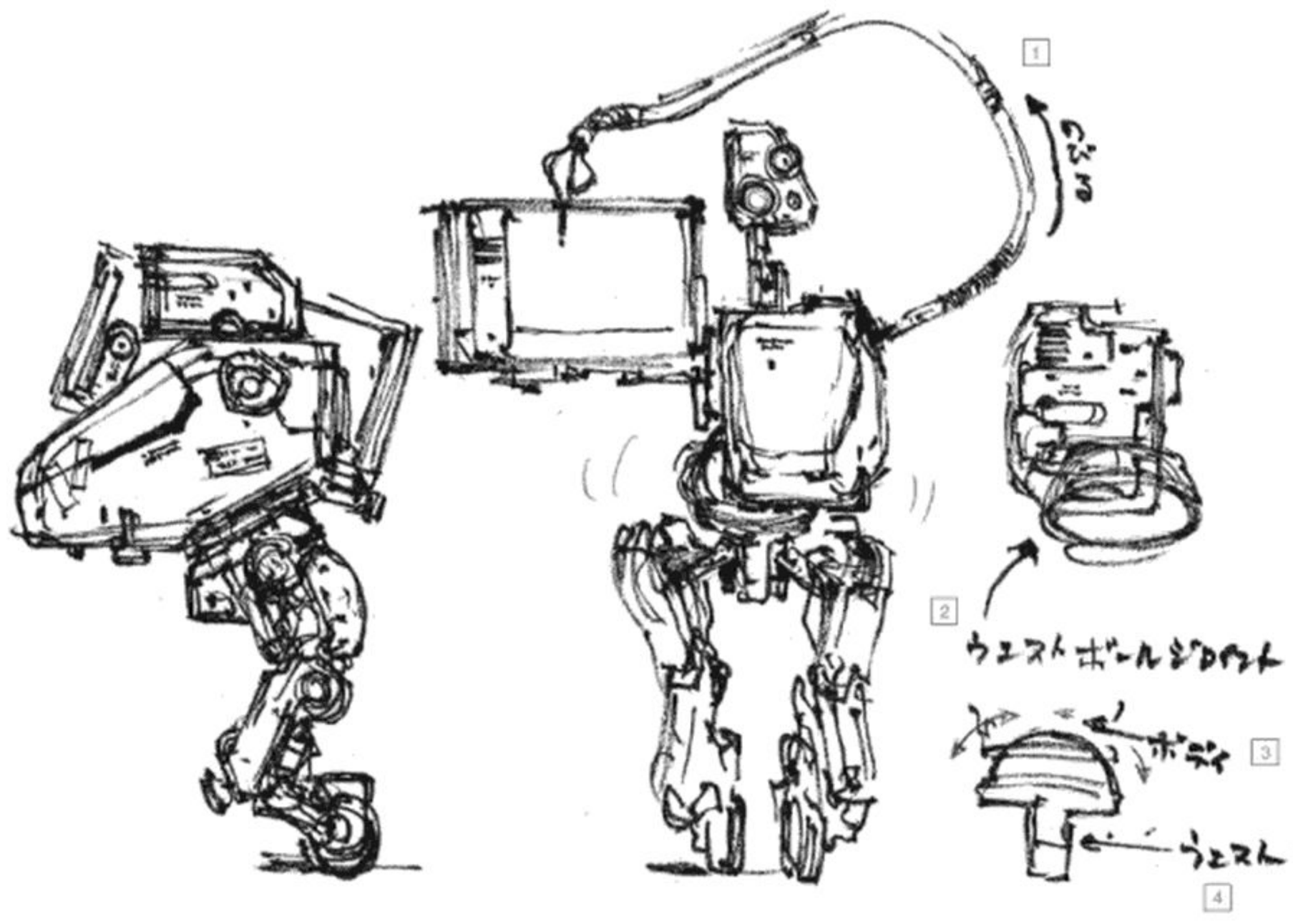
A 1. Locking pin in place when housed.
2. Monitor arm (bottom view)
3. Flush
4. Knee joint pads
5. Swinging arm
6. Rubber cushion
7. Rear

Матеріал, захищений авторським правом

A



B

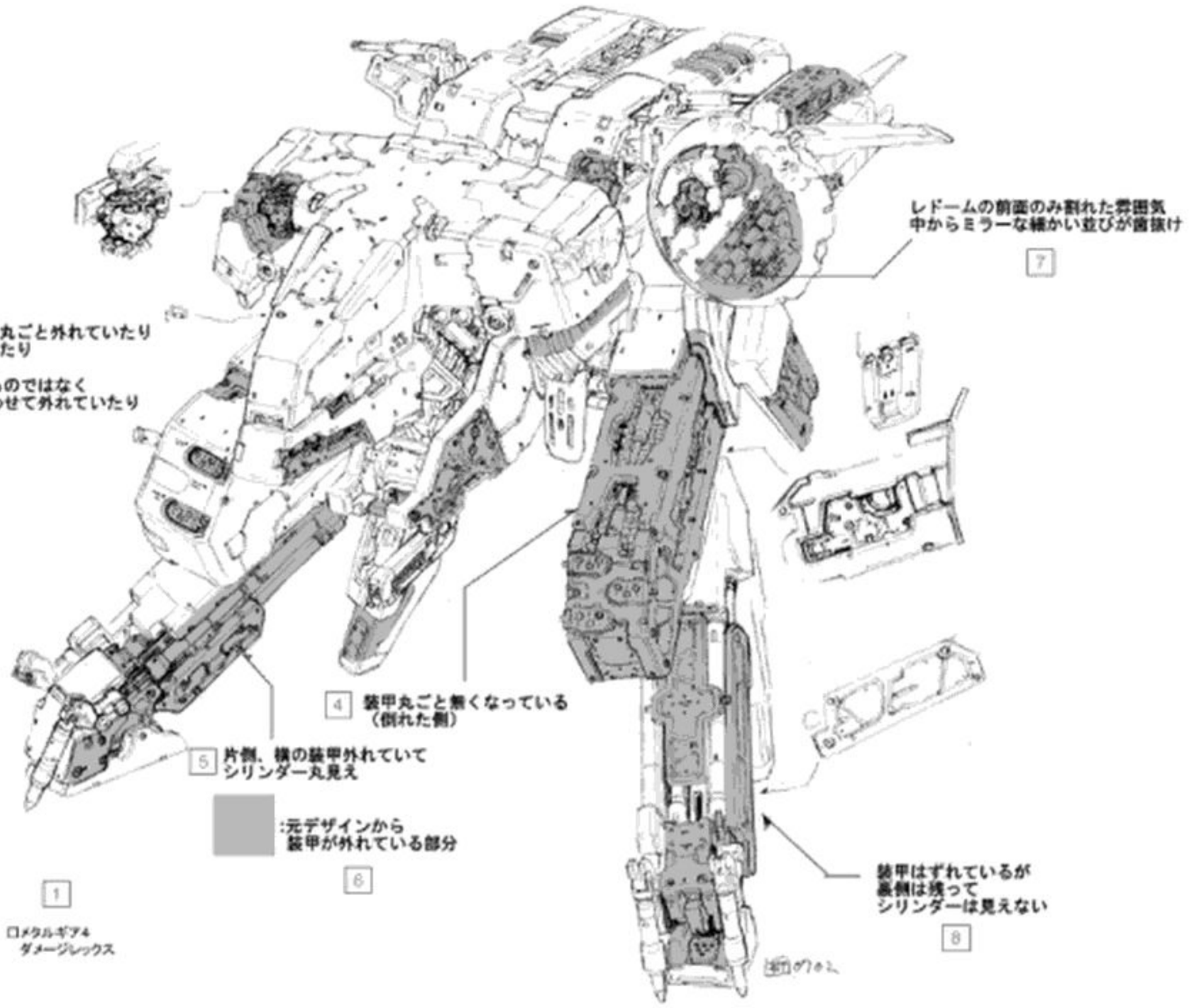


A 1. Open hatch
2. Lock
3. Cargo space
4. Locking pin
5. Motor
6. Cargo drum for arm storage

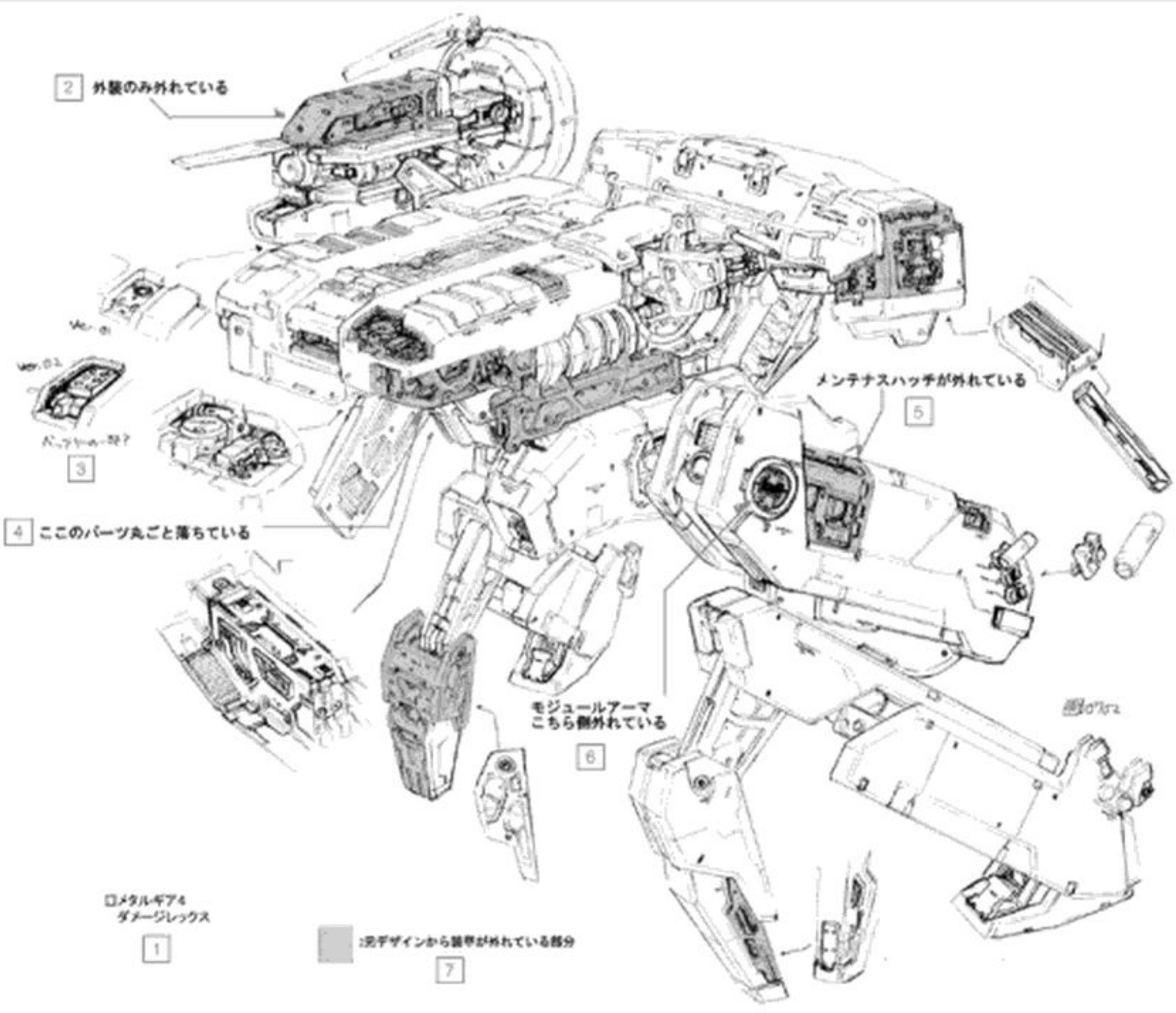
B 1. Extends
2. Ball-jointed waist
3. Body
4. Waist

Матеріал, захищений авторським правом

A Metal Gear REX



B

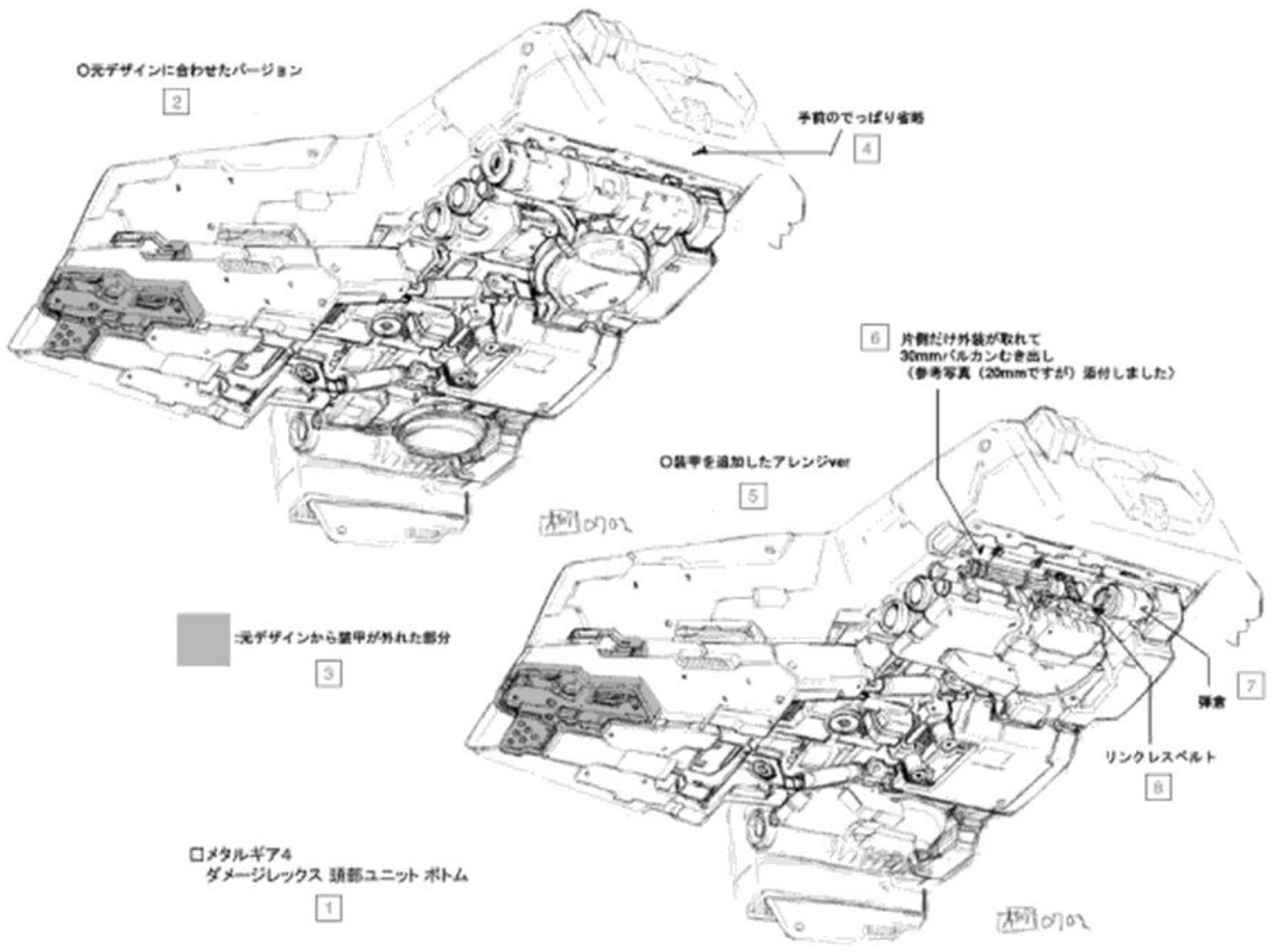


A 1. *Metal Gear 4*—REX
2. Double-layered armor structure. Can be fully disengaged or only interior layer engaged.
3. Armor is shown removed or shifted from the panels beneath.
4. Armor has been removed (tilted angle view).
5. Armor is removed on the side to show the cylinder.
6. Shaded areas have had the armor removed from the original design.
7. The entire surface of the radome appears split. Small mirrored teeth-like structures are visible from the inside.
8. Armor is removed, and the back layer is attached—the cylinder is not visible.

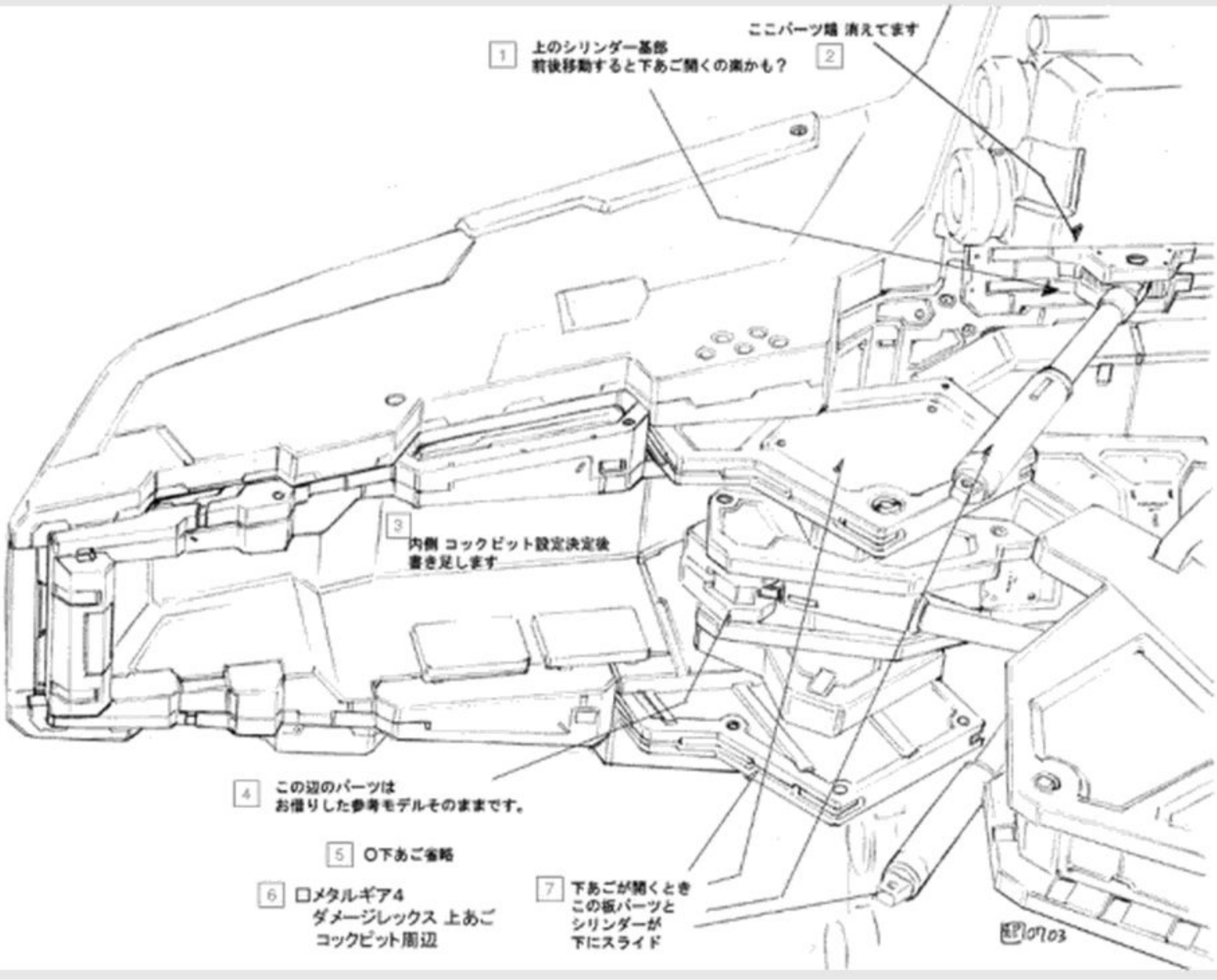
B 1. *Metal Gear 4*—REX
2. Outer layer is removed
3. Battery compartment
4. All parts seen here have been taken down.
5. The maintenance hatch has been removed.
6. This side of the modular arm has been removed.
7. Shaded areas have had the armor removed from the original design.

Матеріал, захищений авторським правом

A



B

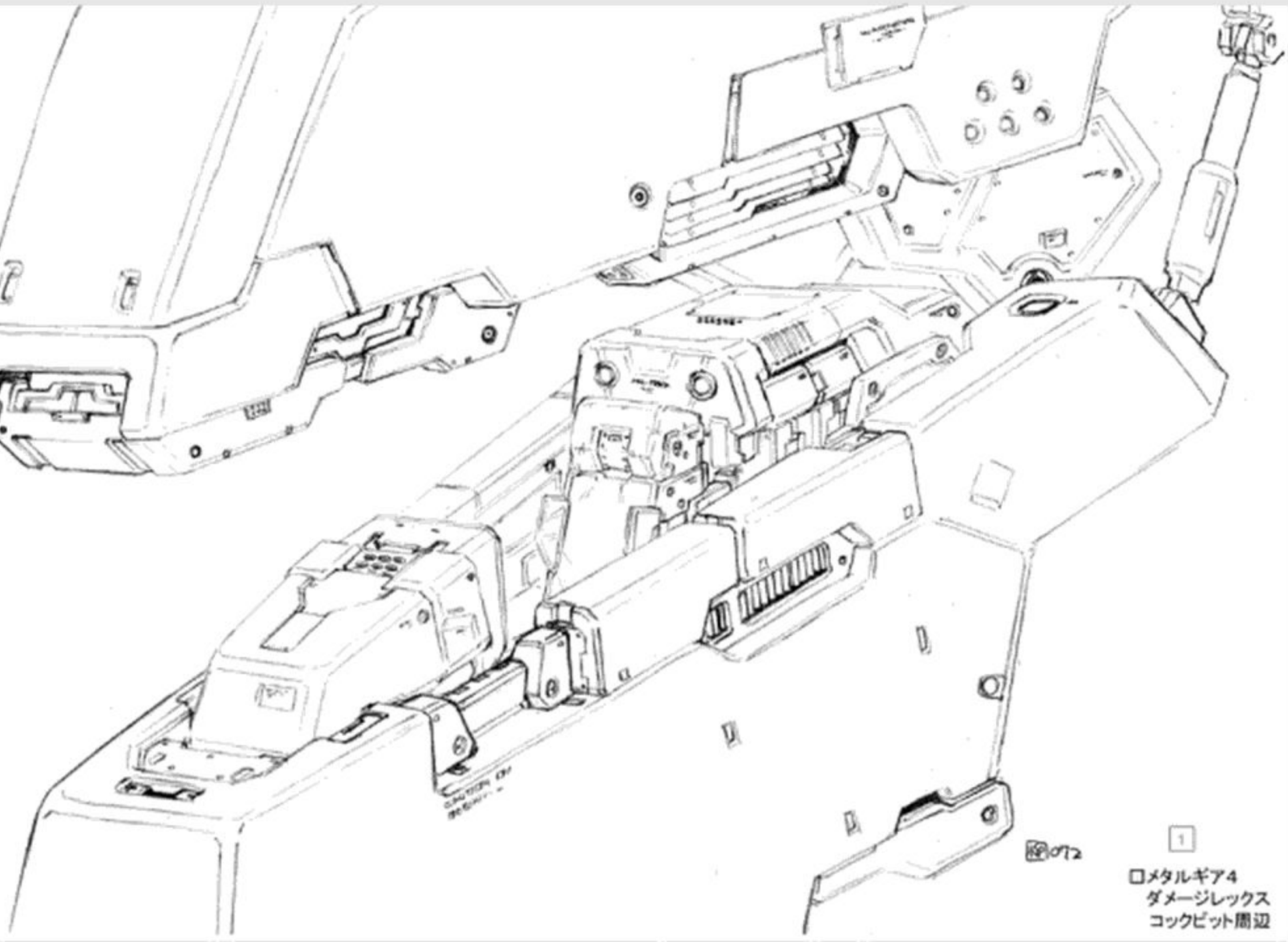


A 1. *Metal Gear 4*—REX head unit bottom
2. Drawings based on the original design.
3. Shaded areas have had the armor removed from the original design.
4. Front ridged details removed.
5. Armor has been added to this version.
6. Exterior is removed on one side, exposing the 30 mm Vulcan (reference image attached is 20 mm).
7. Magazine
8. External belt

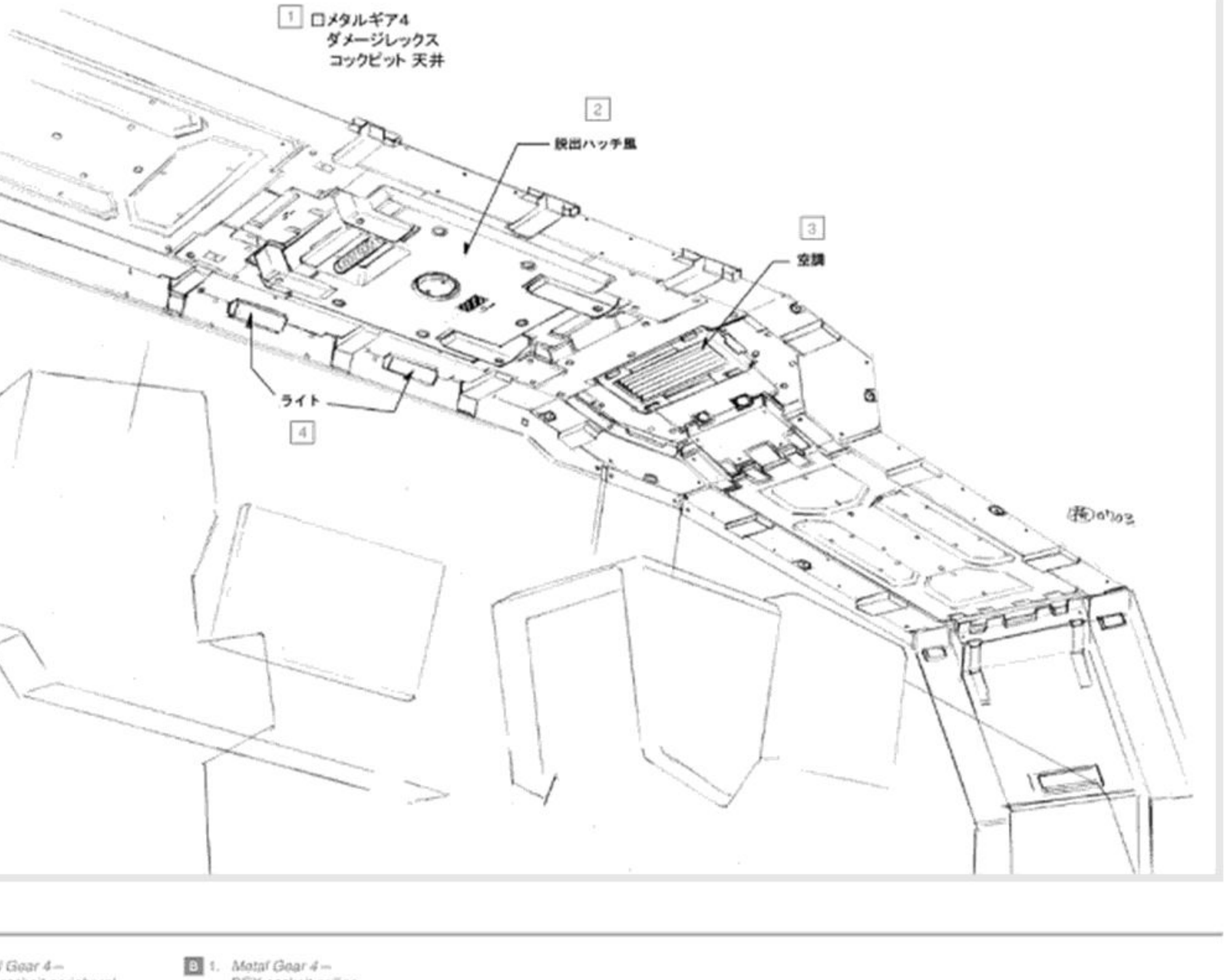
B 1. Upper cylinder base. Forward and backward mobility would make for easier lower jaw movement.
2. The end of this piece has been omitted.
3. Will finish drawing after deciding the interior configuration of the cockpit.
4. This area is based on the borrowed reference model.
5. Lower jaw has been omitted.
6. *Metal Gear 4*—REX upper jaw, around the cockpit
7. When the lower jaw opens, this board and cylinder slide down.

Матеріал, захищений авторським правом

A



B

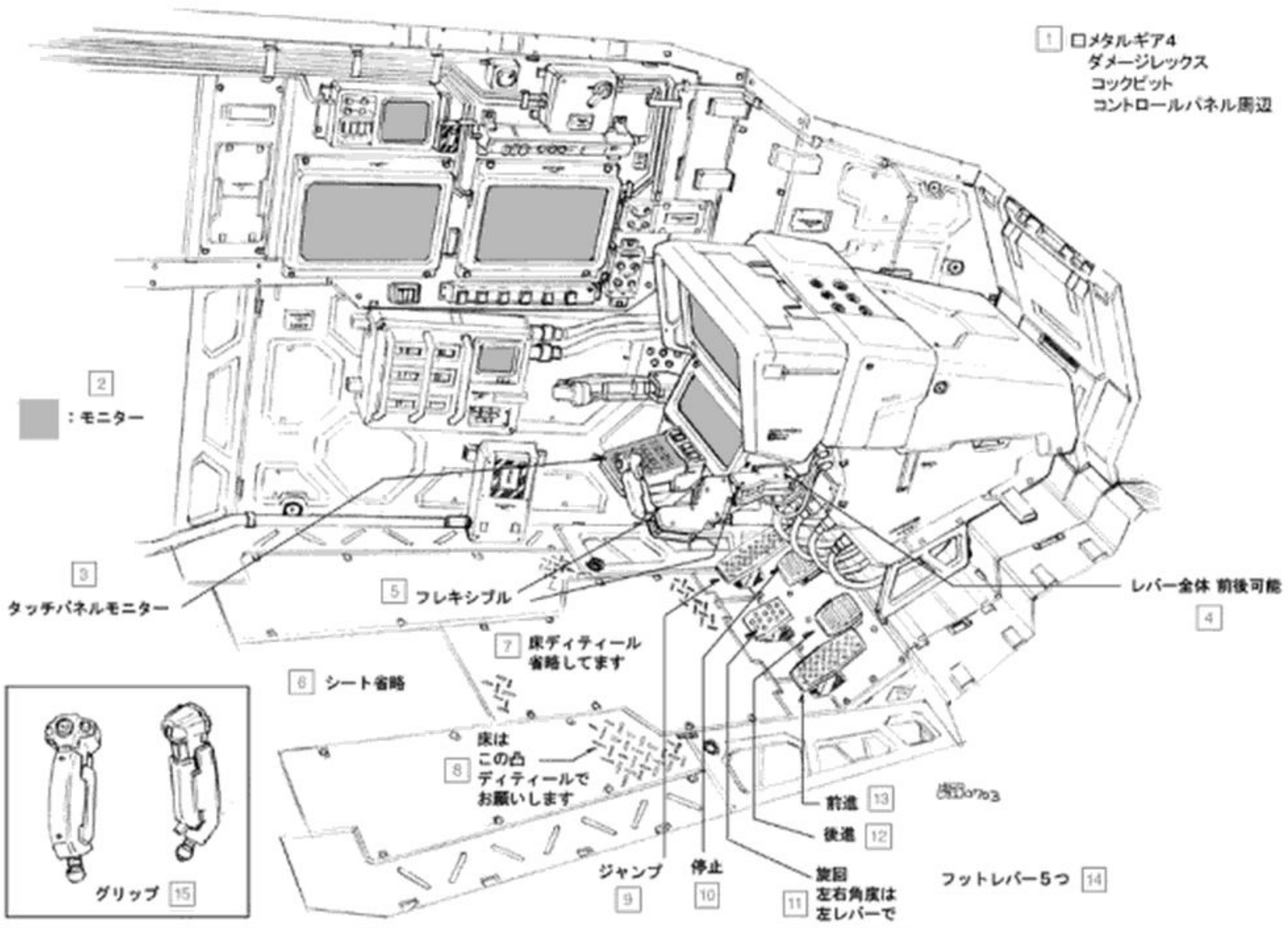


A 1. *Metal Gear 4* — REX cockpit peripheral

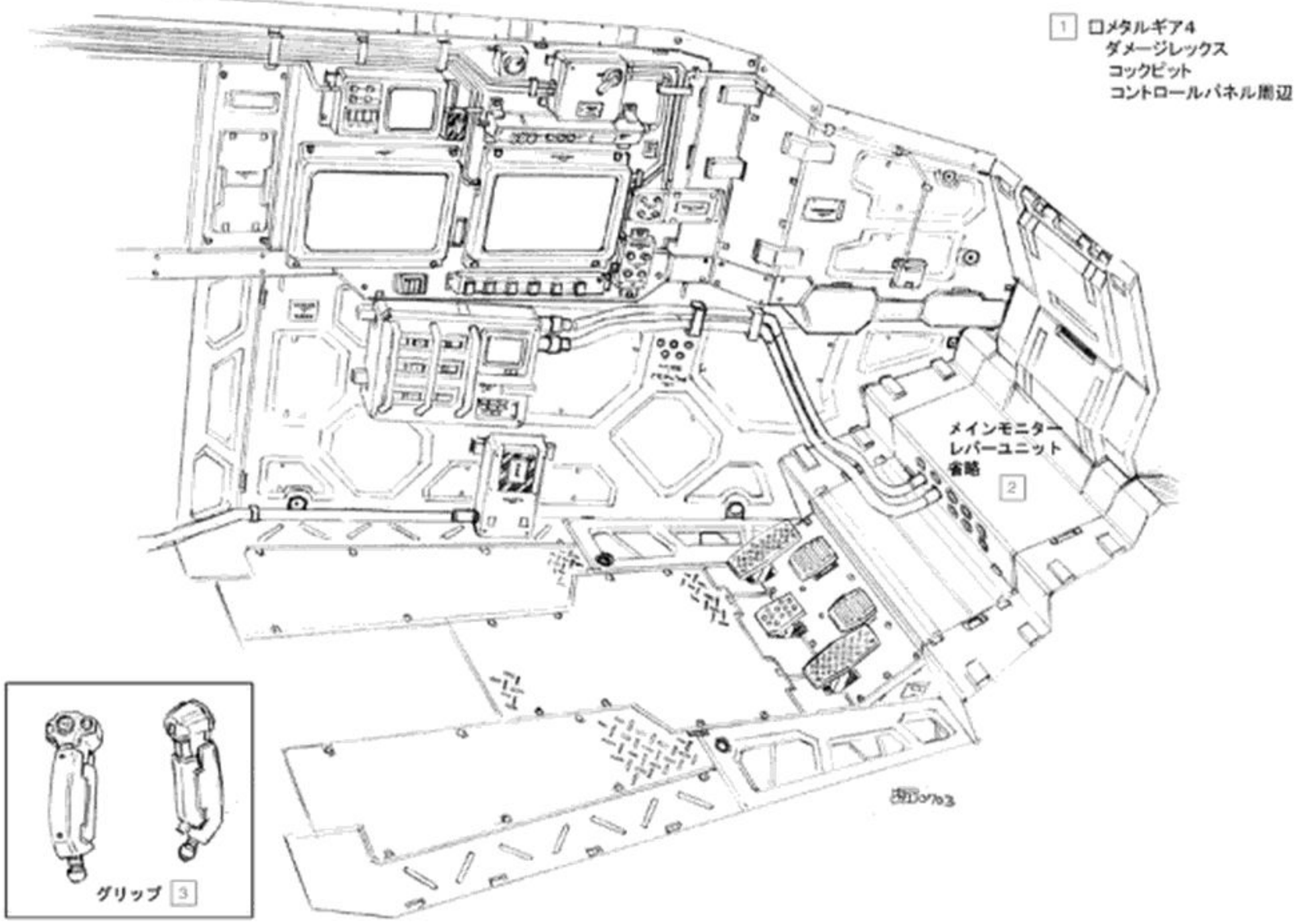
B 1. *Metal Gear 4* — REX cockpit ceiling
2. Emergency escape hatch
3. Ventilation
4. Lights

Матеріал, захищений авторським правом

A



B

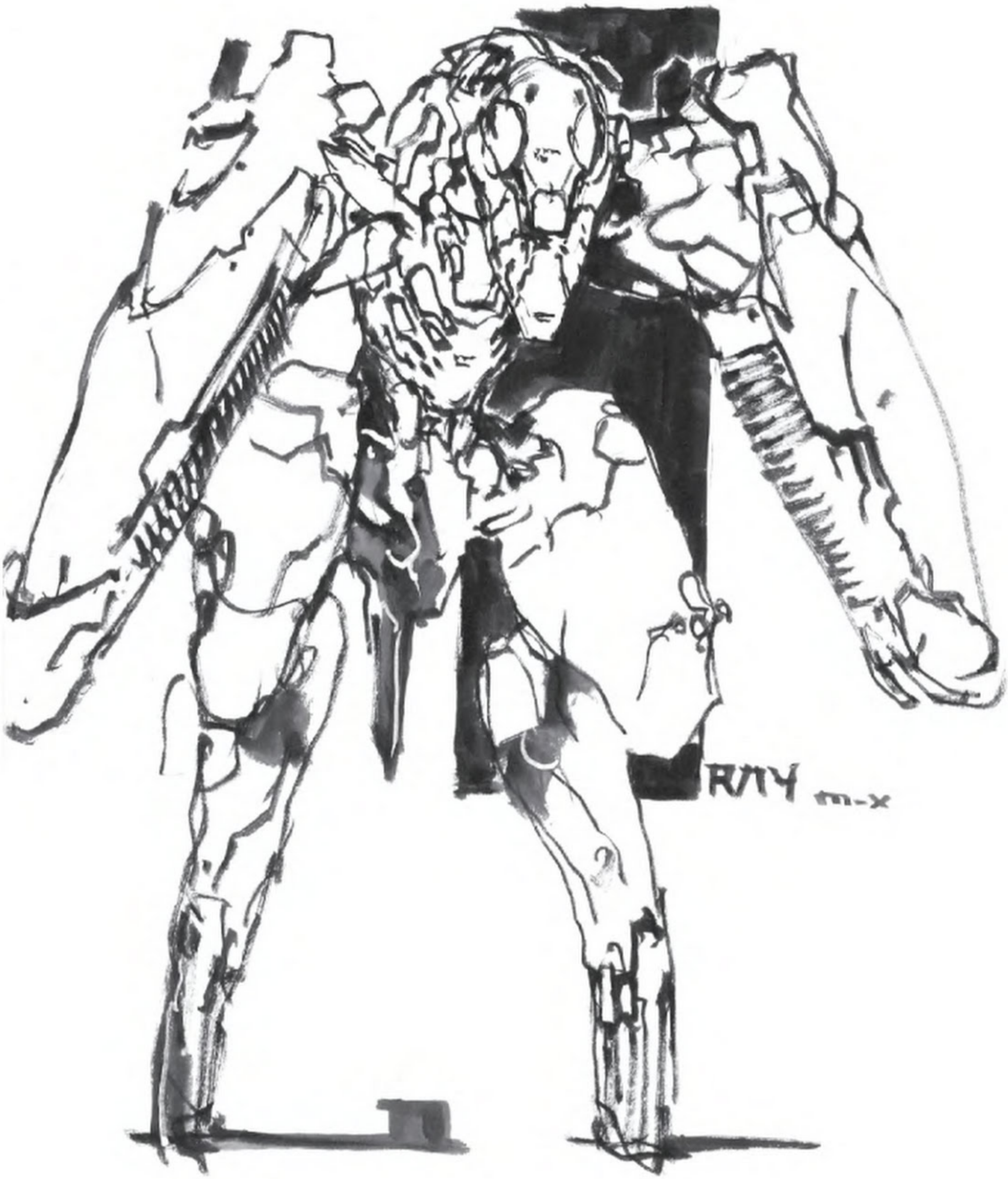


A 1. *Metal Gear 4*—REX cockpit control panel layout
2. Monitor
3. Touch panel monitor
4. Lever moves forward and backward.
5. Flexible
6. Seat placement
7. Floor details removed
8. Use this ﾚﾚﾚ pattern for the floors
9. Jump pedal
10. Brake pedal
11. Rotation pedal—Use the left-hand lever to go left and right.
12. Reverse pedal
13. Forward pedal
14. Five foot pedals
15. Handgrips

B 1. *Metal Gear 4*—REX cockpit control panel layout
2. Main monitor and lever unit removed.
3. Handgrips

Матеріал, захищений авторським правом

Metal Gear RAY



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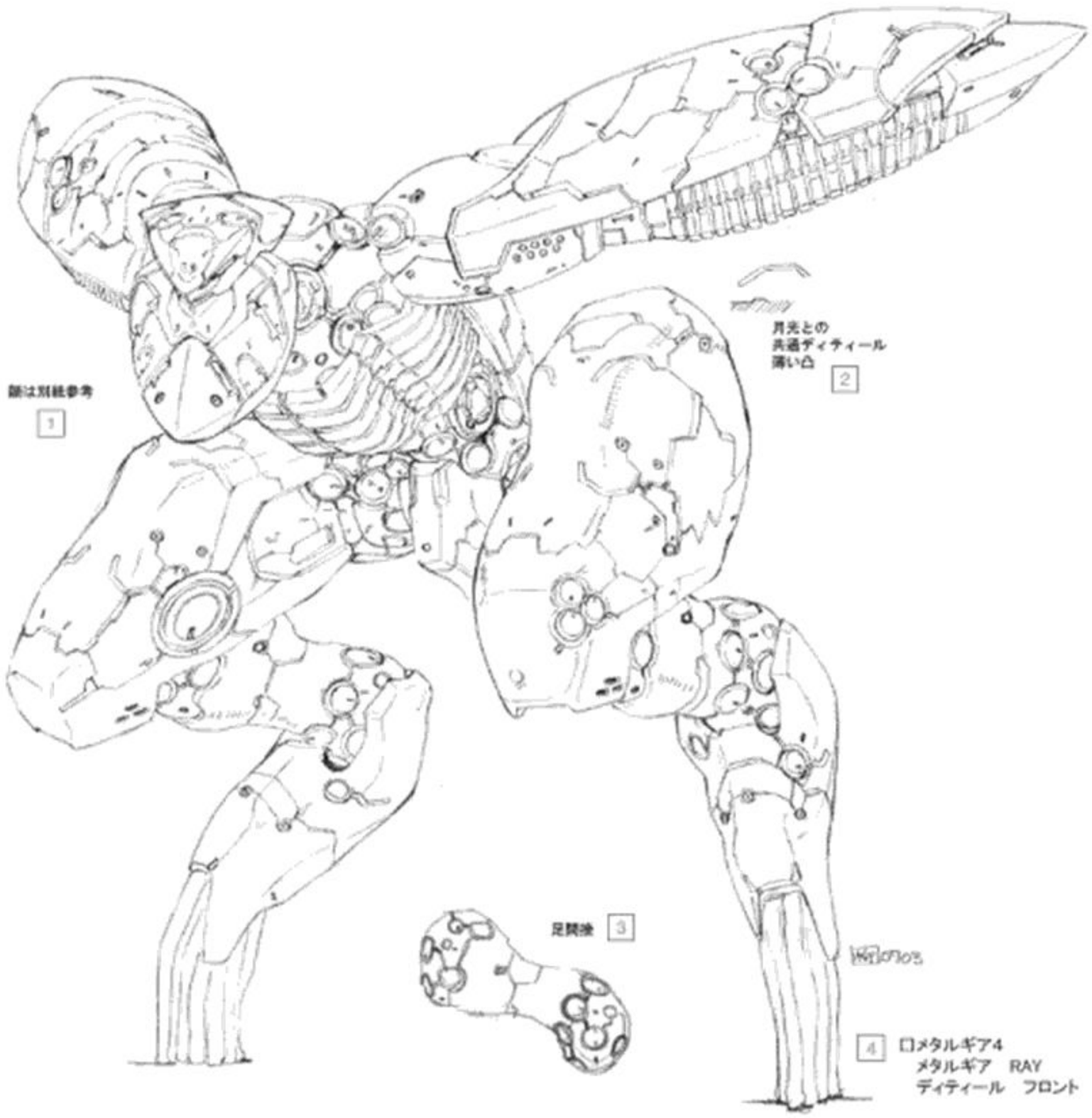
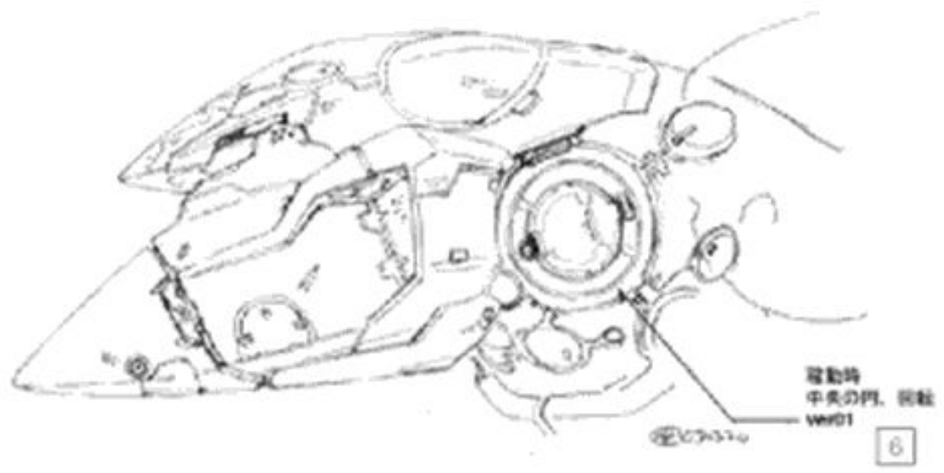
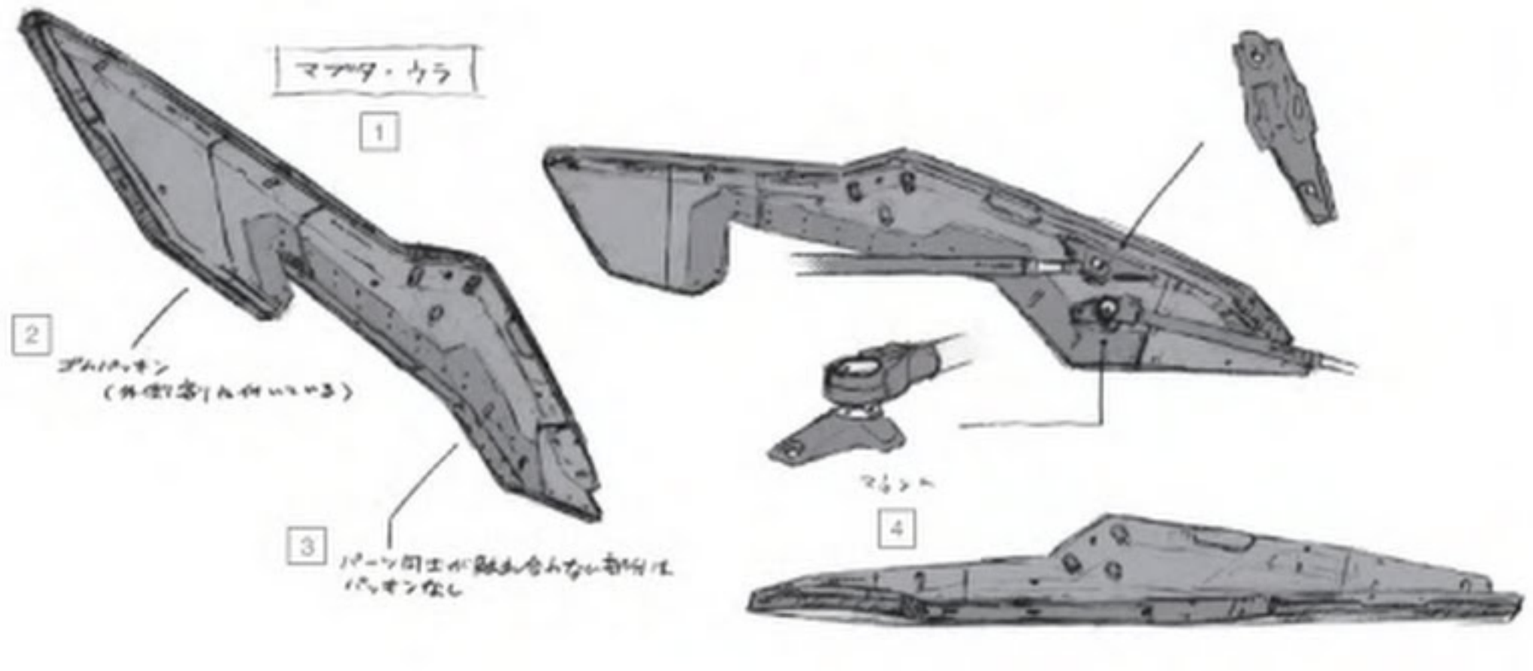




A 1. Refer to accompanying sheet for face
2. Same detailing as Gekko—trim
3. Ankle joint
4. *Metal Gear 4*—RAY front details
5. *Metal Gear 4*—RAY rear details
6. Inner circle spins when RAY is mobile.

Матеріал, захищений авторським правом

A



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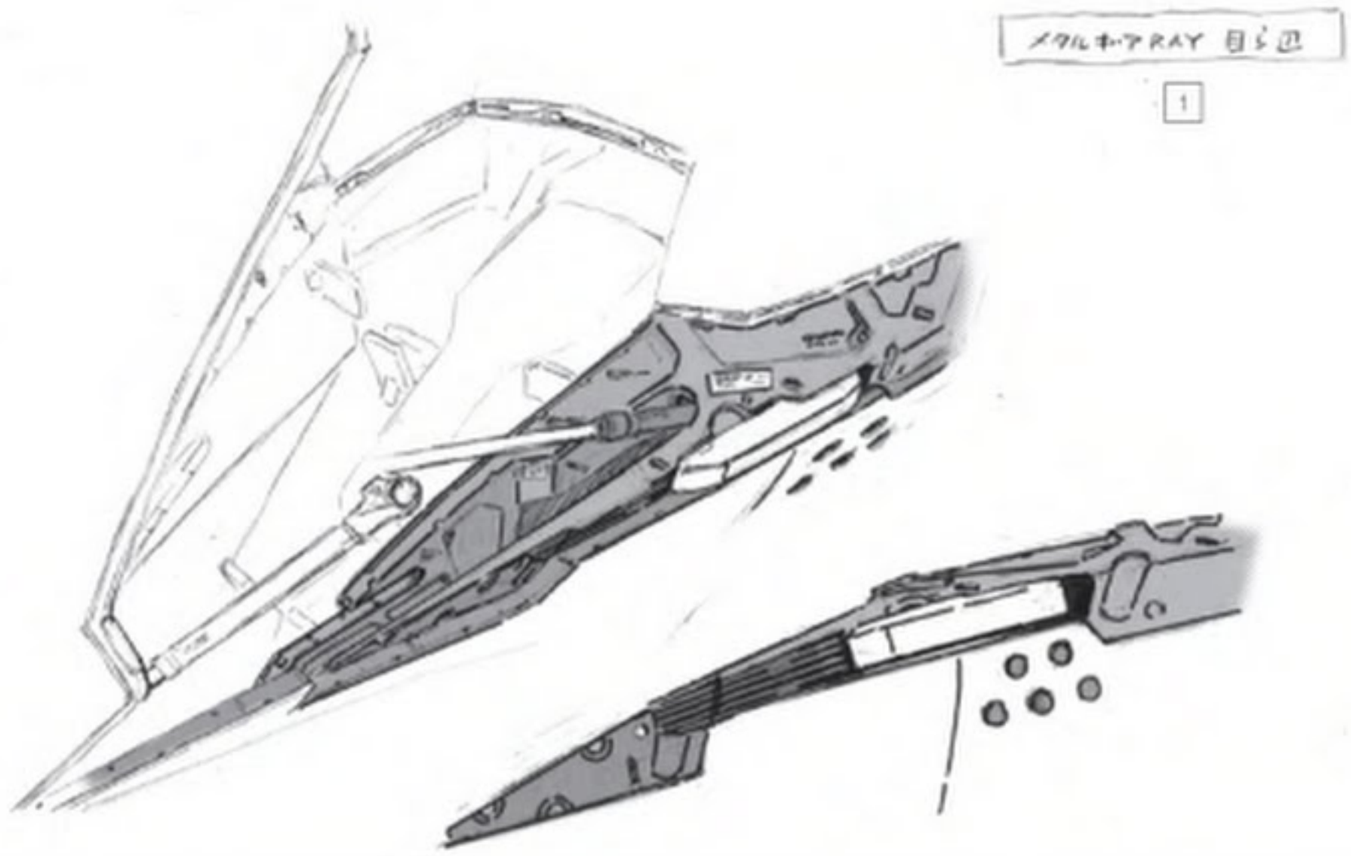

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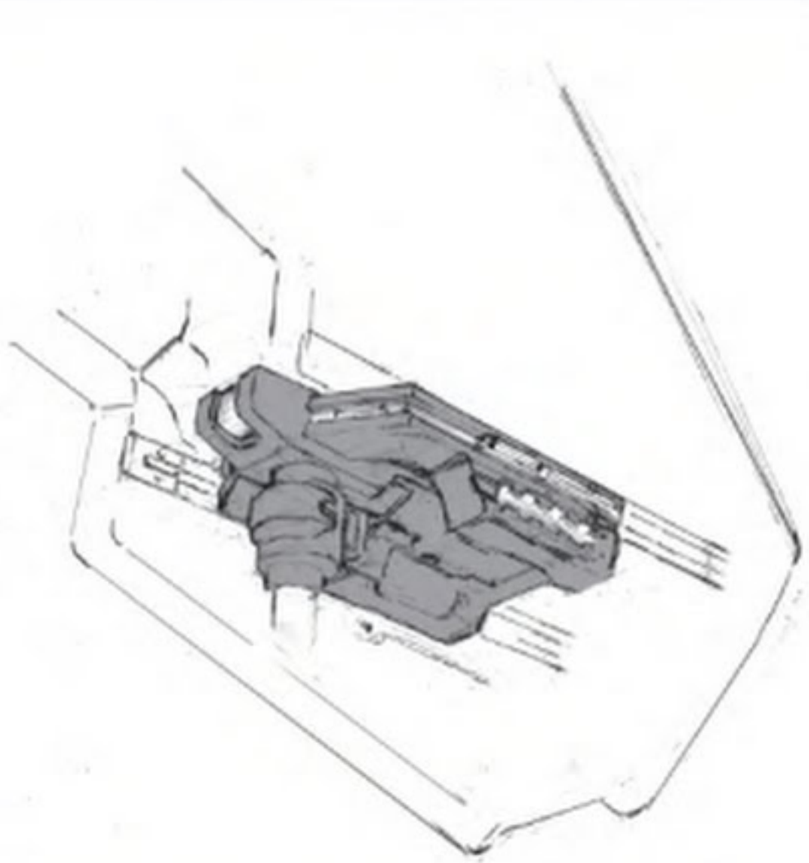


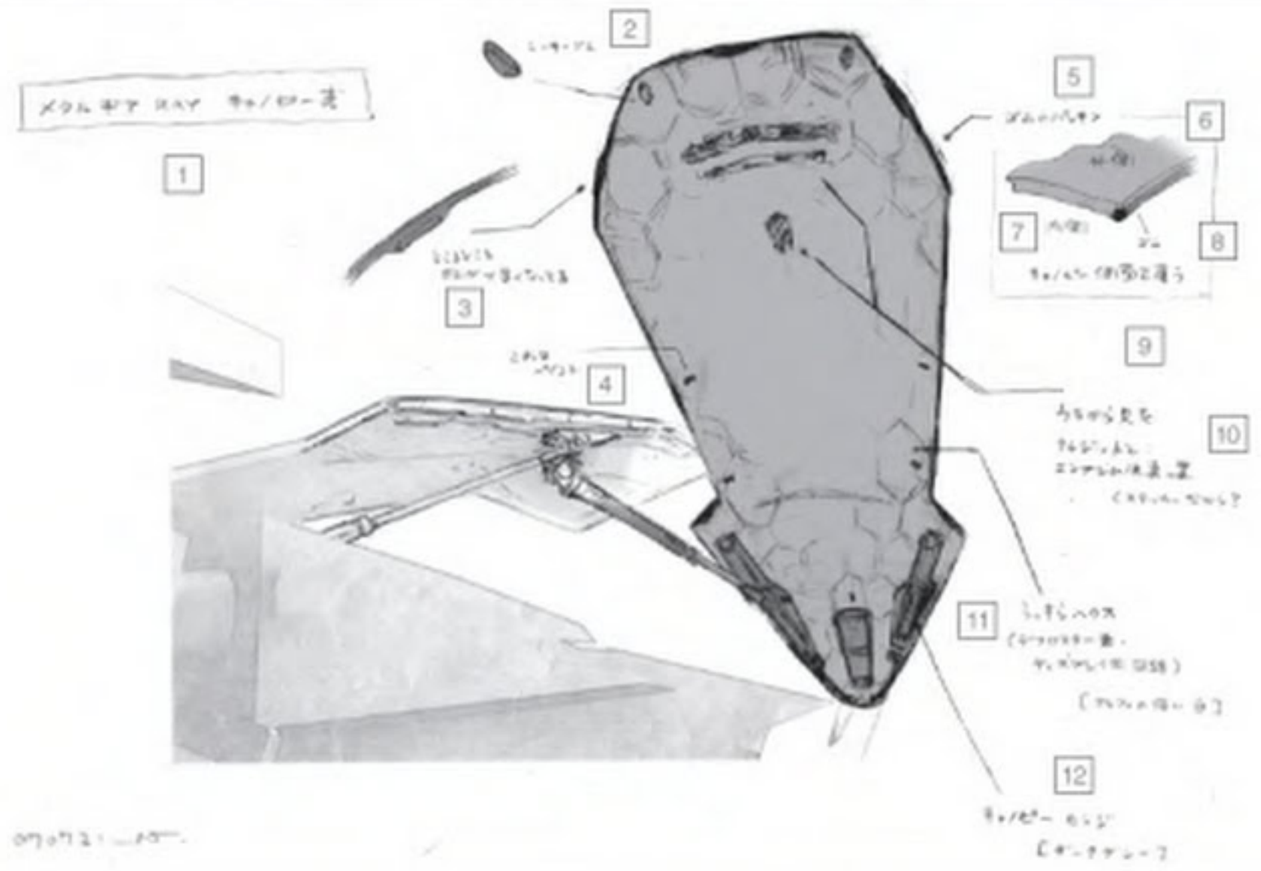
A 1. Underside of eye
2. Rubber seal (attached toward the outer side).
3. There is no rubber seal where parts don't come in contact with each other.
4. Mount

B 1. Metal Gear RAY—around the eye

C 1. Sliding base

Матеріал, захищений авторським правом

A



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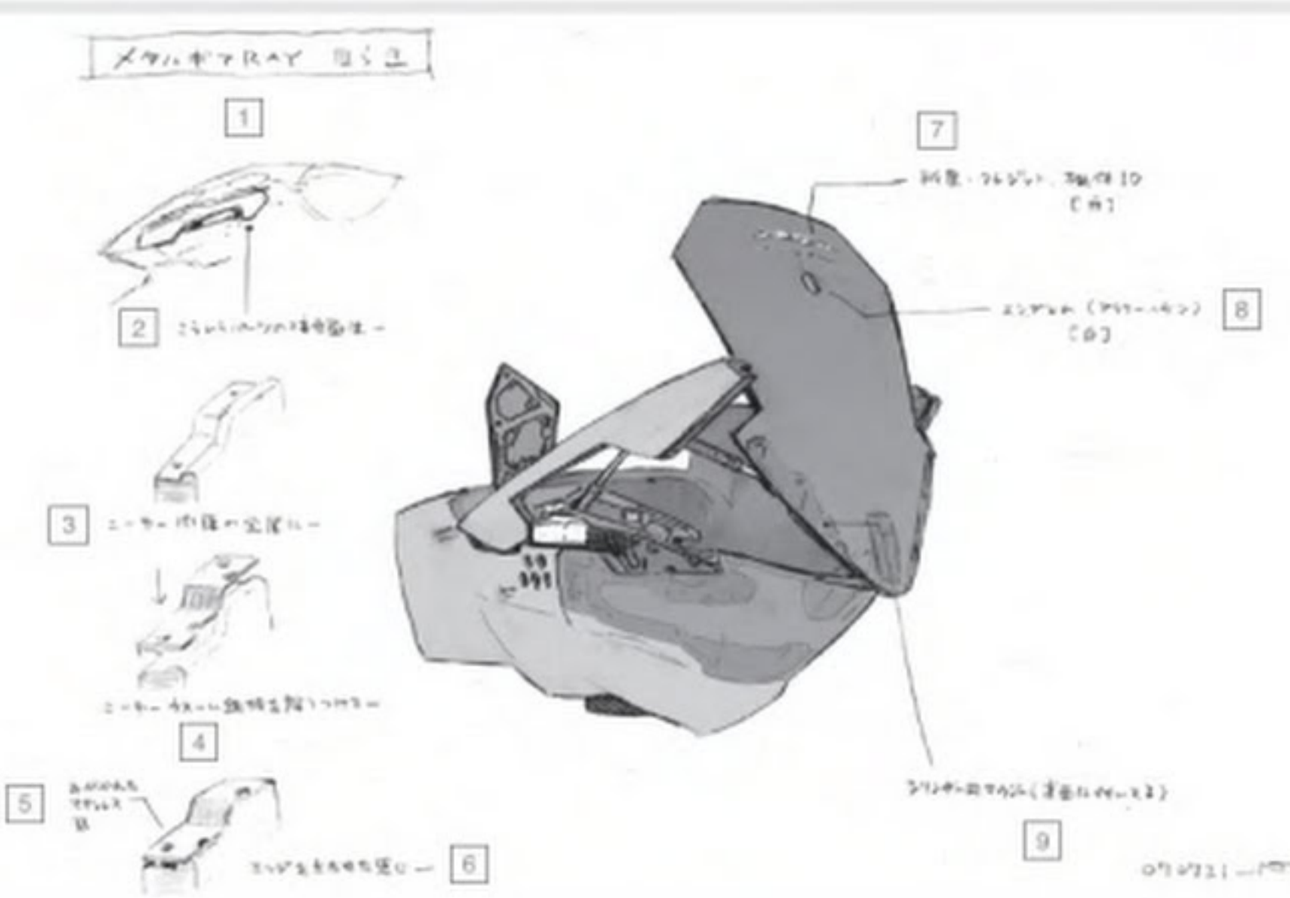

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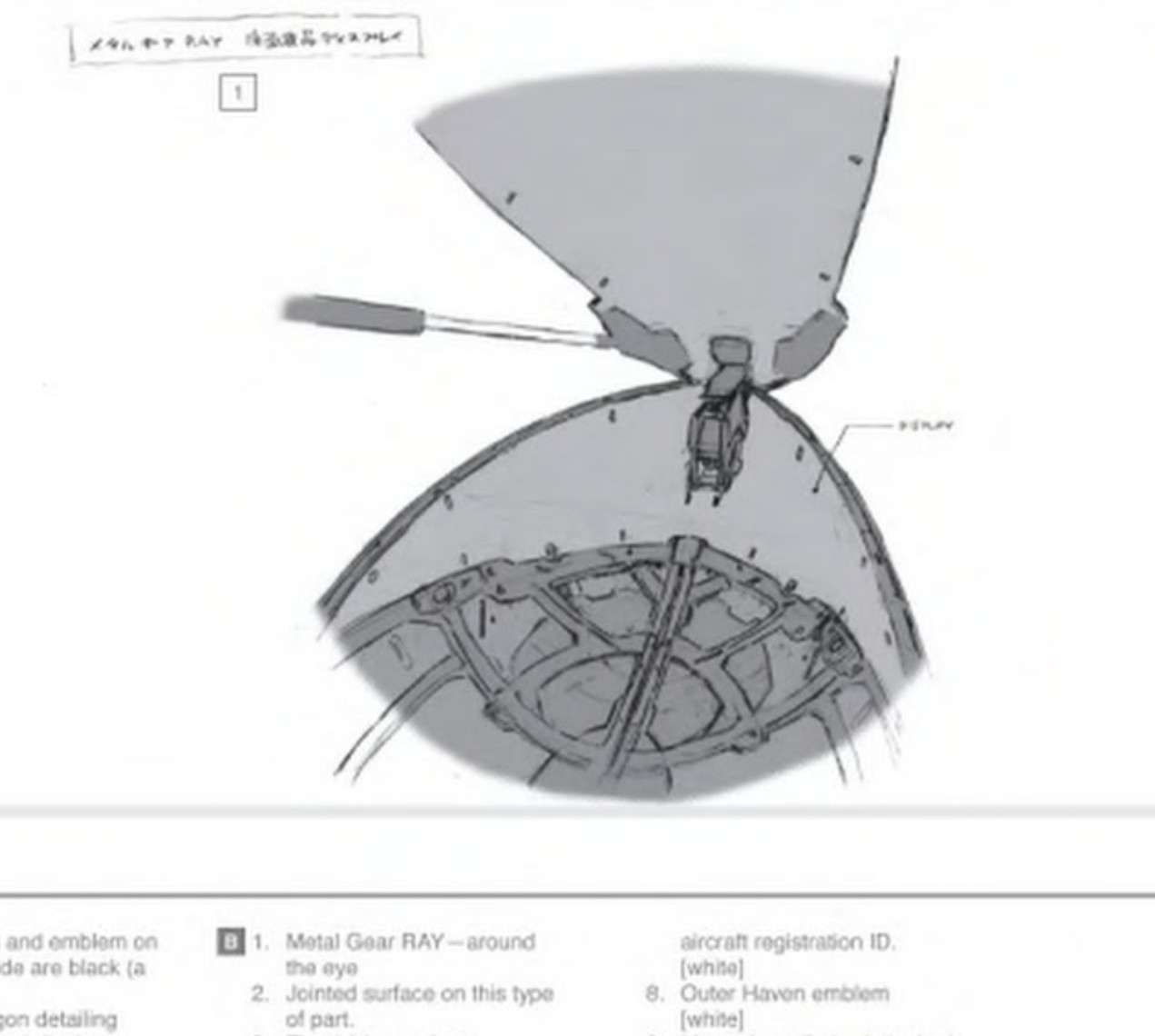
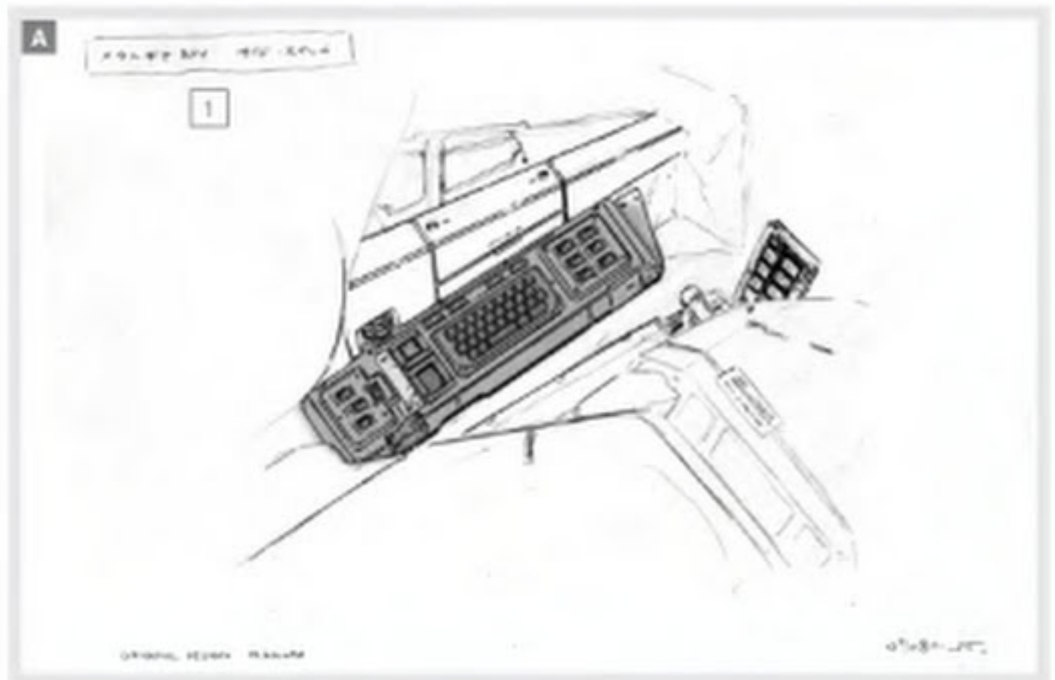


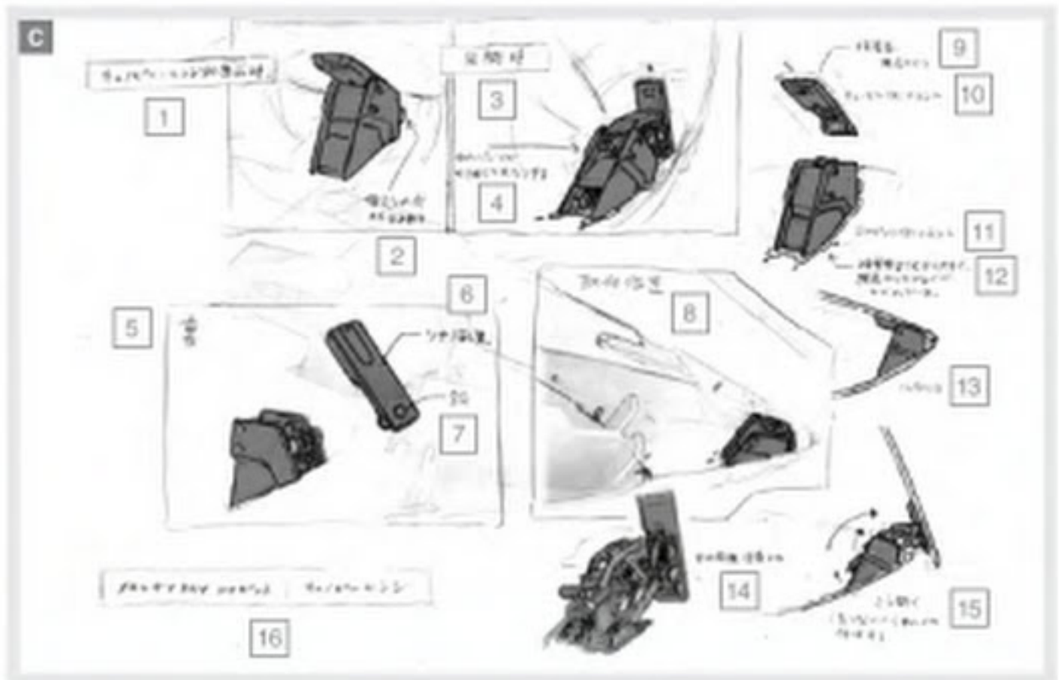
A 1. Metal Gear RAY—behind the canopy
2. This type of rubber
3. Some parts have thicker rubber.
4. This is painted
5. Rubber seal
6. Exterior
7. Interior
8. Rubber
9. Edge of the canopy is lined in rubber.
10. The credits and emblem on the underside are black (a decal?).
11. Light hexagon detailing (defroster and display circuit). [low alpha value, white]
12. Canopy hinge [dark gray]

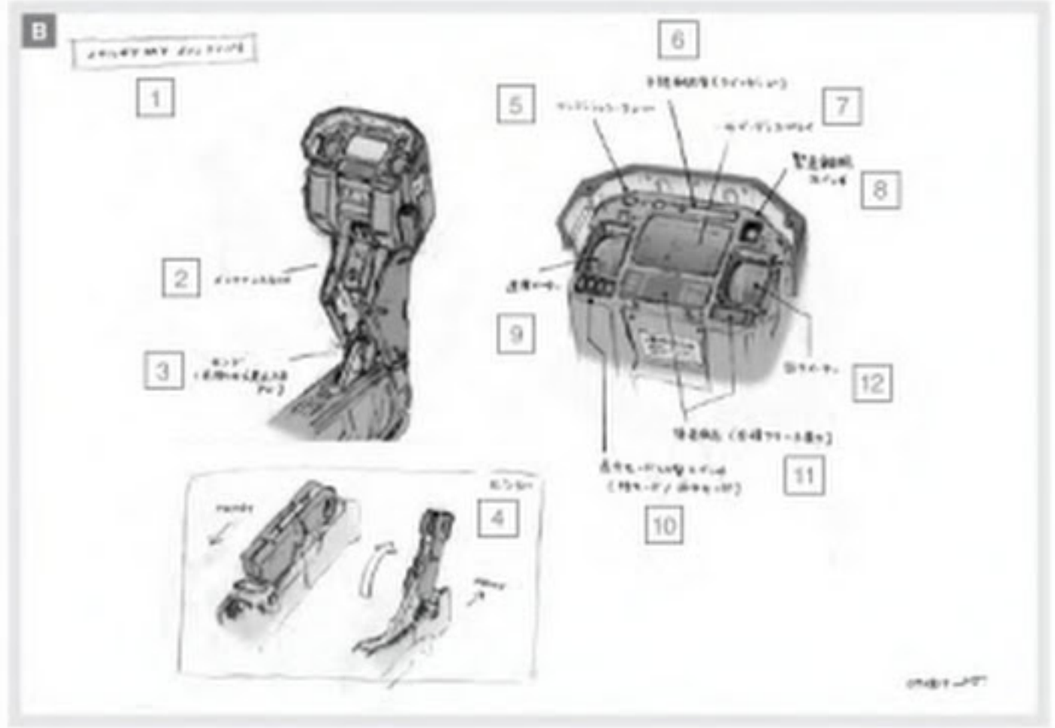
B 1. Metal Gear RAY—around the eye
2. Jointed surface on this type of part.
3. The thick metal part . . .
4. . . . has this type of thin metal piece attached.
5. This has a polished stainless steel texture.
6. The edge has an angular style.
7. Affiliation, credits, and aircraft registration ID. [white]
8. Outer Haven emblem [white]
9. Mount for cylinder (attached to the underside).

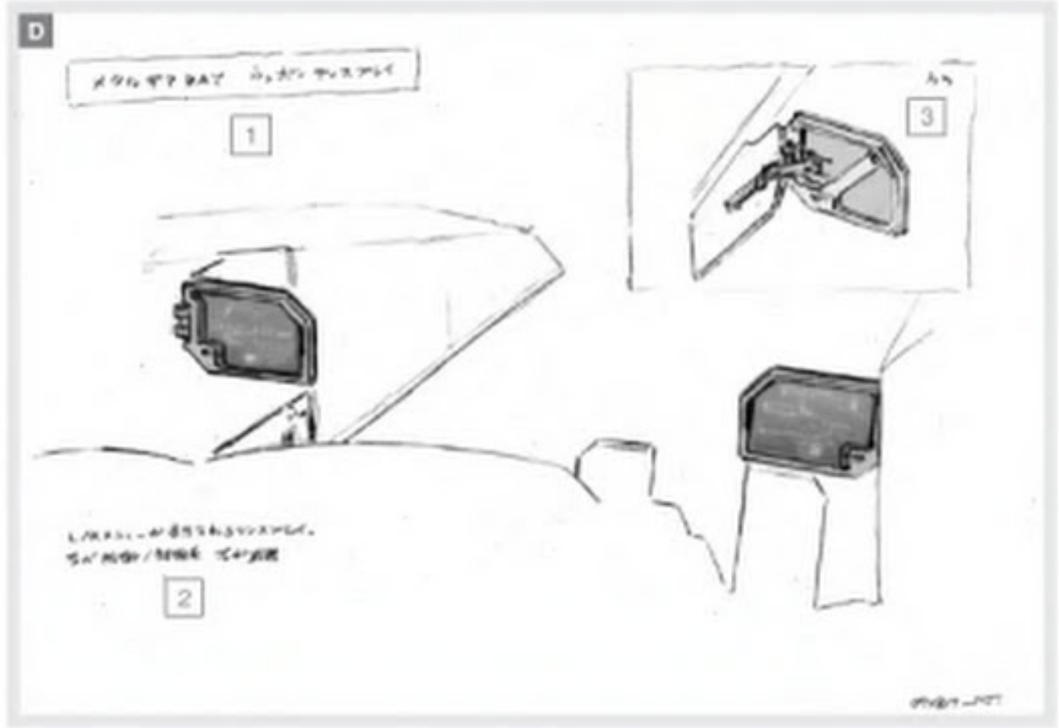
C 1. Metal Gear RAY—LCD flooring

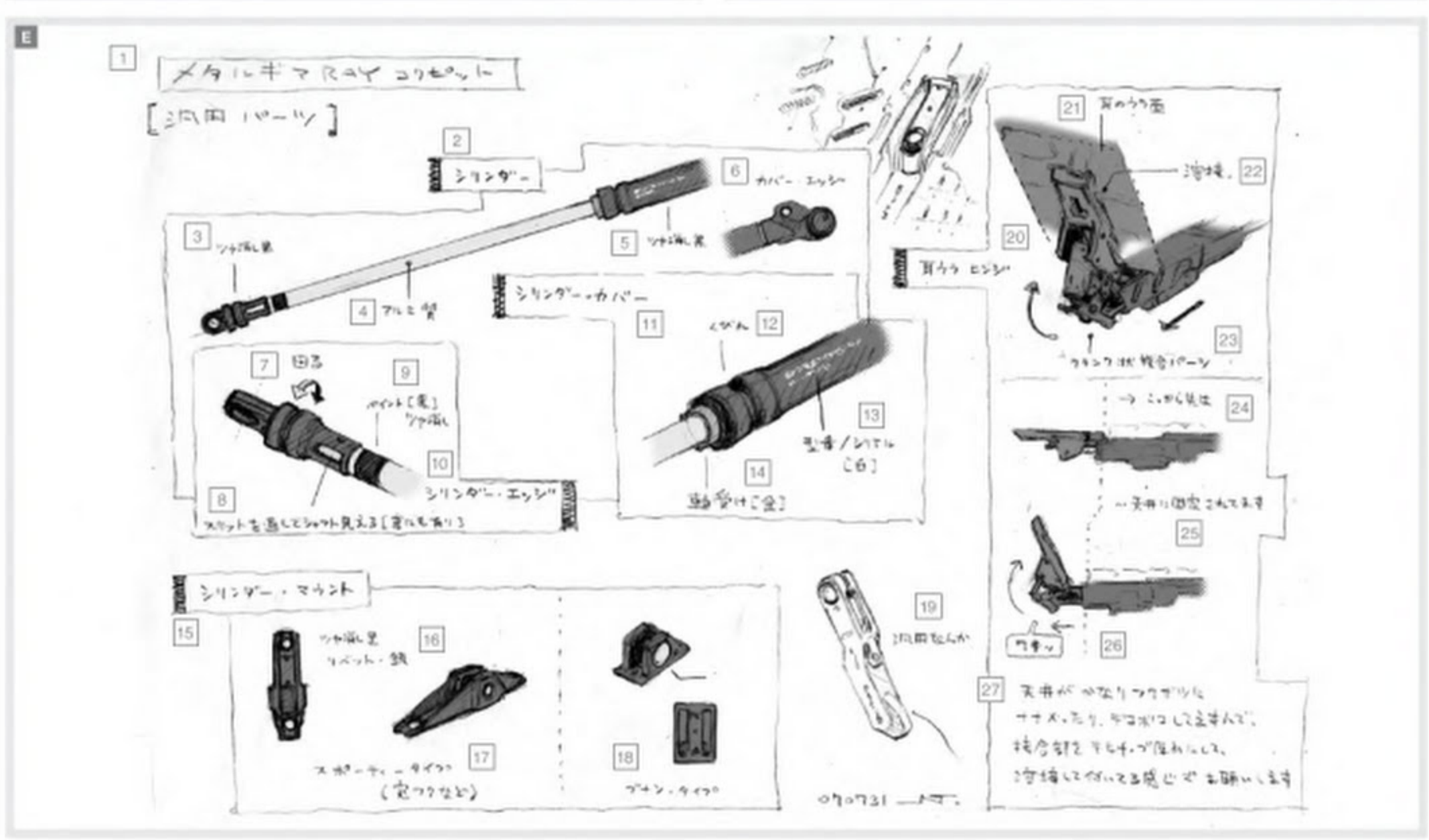
Матеріал, захищений авторським правом











A
1. Metal Gear RAY—side switches

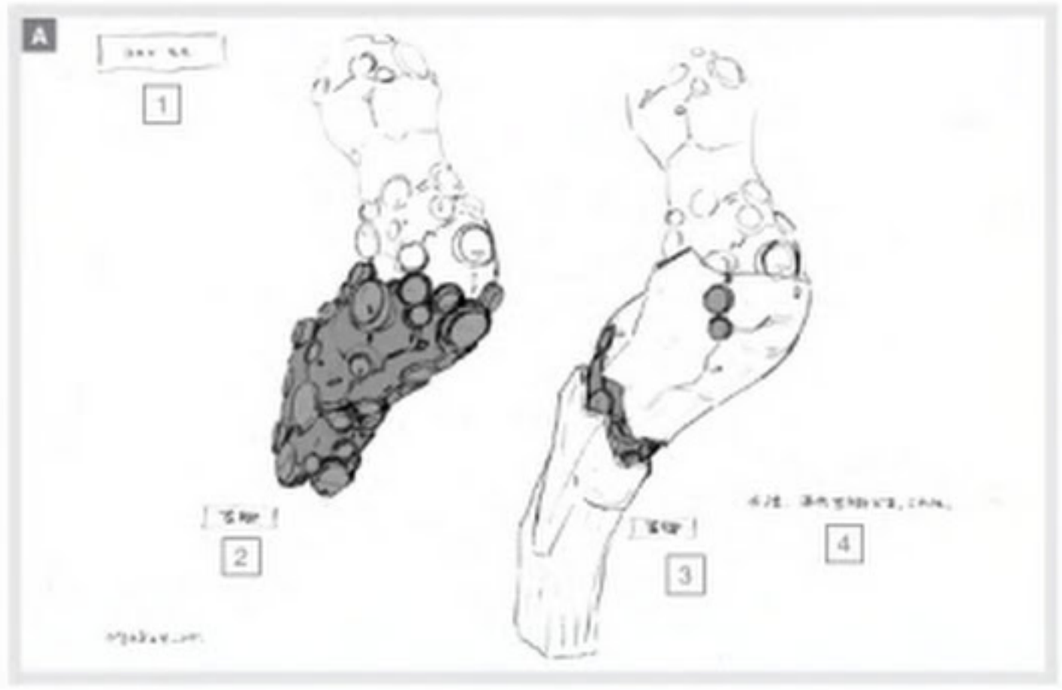
B
1. Metal Gear RAY—main control panel
2. Maintenance box
3. Hinge (seen from the front)
4. Hinge
5. Condition indicator light
6. Expected endurance gauge (lifeline)
7. Subdisplay
8. Emergency disengage switch
9. Speedometer
10. Display mode switch (on land/underwater)
11. Monochromatic LCD (displays all alerts)
12. Output meter

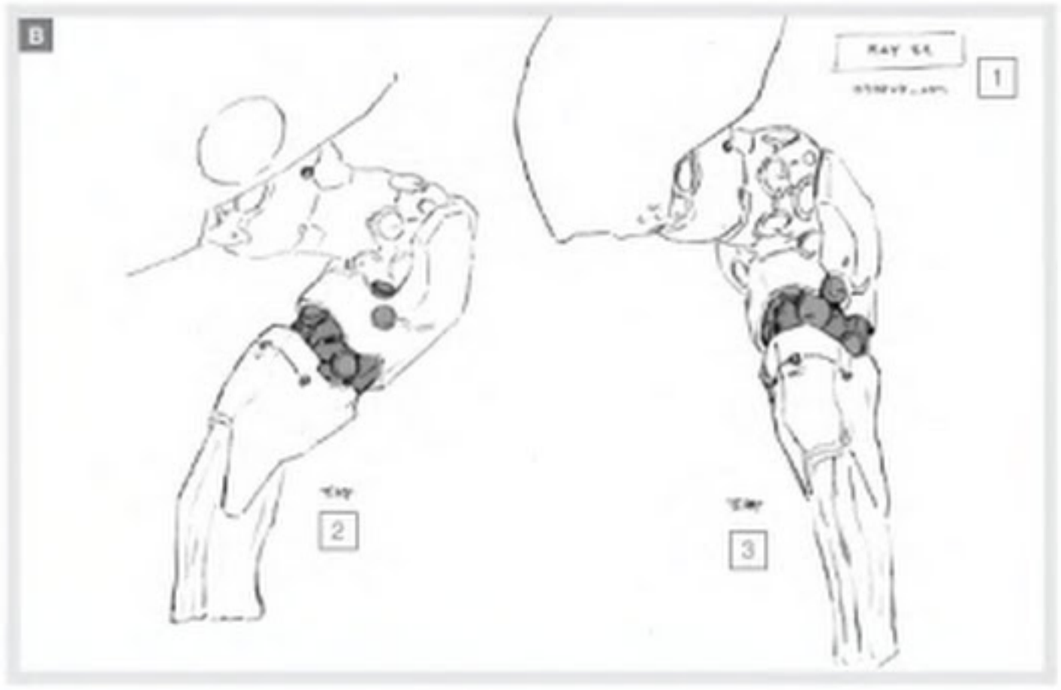
C
1. Canopy hinge—closed
2. The inner mechanics are visible on the rear.
3. Canopy hinge—opened
4. Maybe inner parts protrude when opened.
5. Rear
6. Matte black
7. Silver
8. Mounting point
9. Joining surface, edged liquid crystal
10. Canopy side of the mount
11. Cockpit side of the mount
12. Slightly larger than the joining surface, edged LCD.
13. Closes like this
14. Inside, a complex and fantastic mechanism.
15. Opens like this (extend the inner mechanism if it doesn't open enough).
16. Metal Gear RAY—cockpit canopy hinge

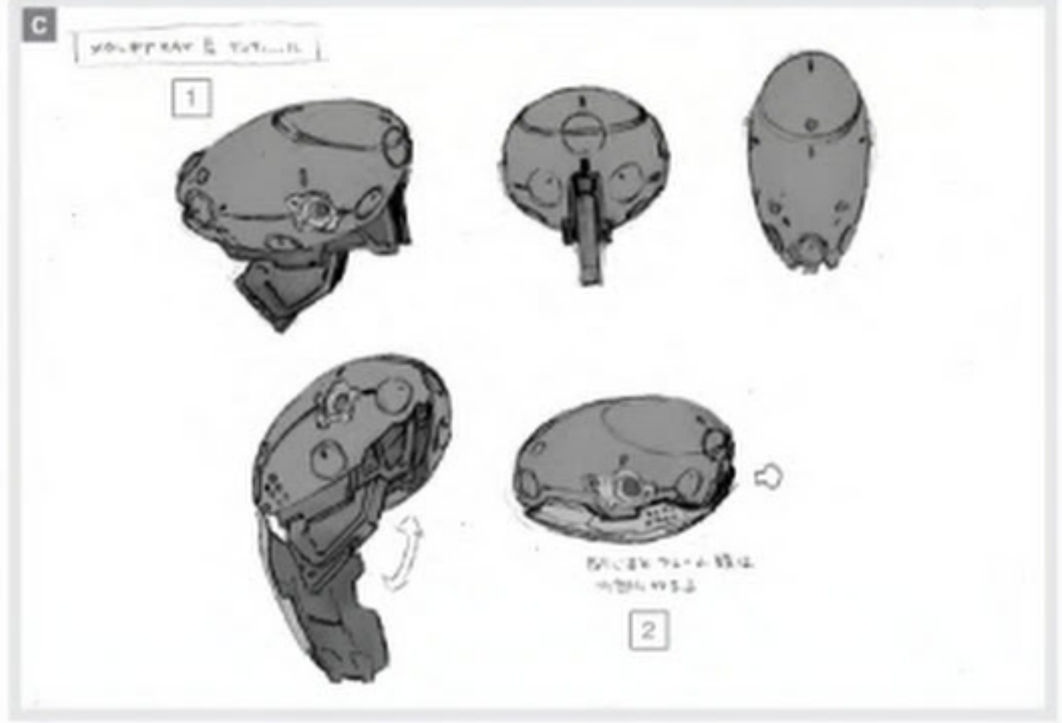
D
1. Metal Gear RAY—weapon display
2. Left and right—two-sided display. Left is defenses and special abilities, right is weapons.
3. Rear

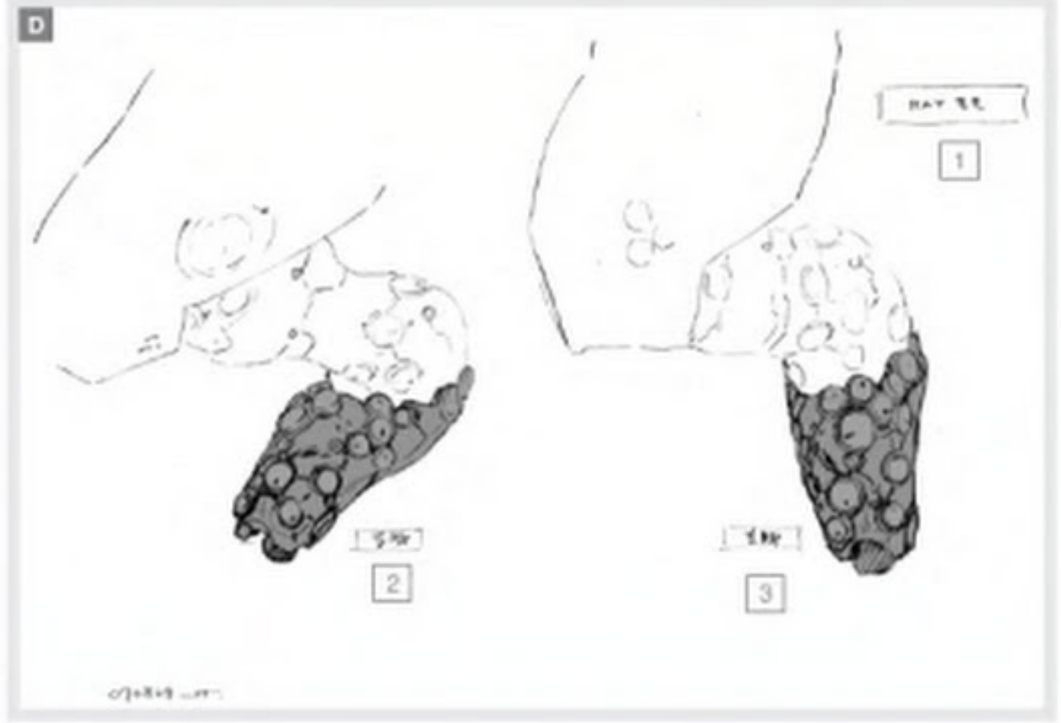
E
1. Metal Gear RAY—cockpit [general-purpose parts]
2. Cylinder
3. Matte black
4. Aluminum
5. Matte black
6. Covered end
7. Rotates
8. Shaft is visible through this slit. There's another slit on the opposite side.
9. Painted matte black
10. Cylinder end
11. Cylinder cover
12. Rod seal construction
13. Model and serial number [white]
14. Rod bearing [gold]
15. Cylinder mount
16. Matte black. Rivet is silver
17. Sturdy type (for window frame and such).
18. Safety type
19. General-purpose latch
20. Underside of ear hinge
21. Rear of ear
22. Weld
23. Crank shape, compounded parts
24. From here forward . . .
25. . . . this part is affixed to the ceiling.
26. *"CRICK"*
27. Ceiling is complex, angled, and uneven; therefore please make the joining point slightly thicker, creating a welded appearance.

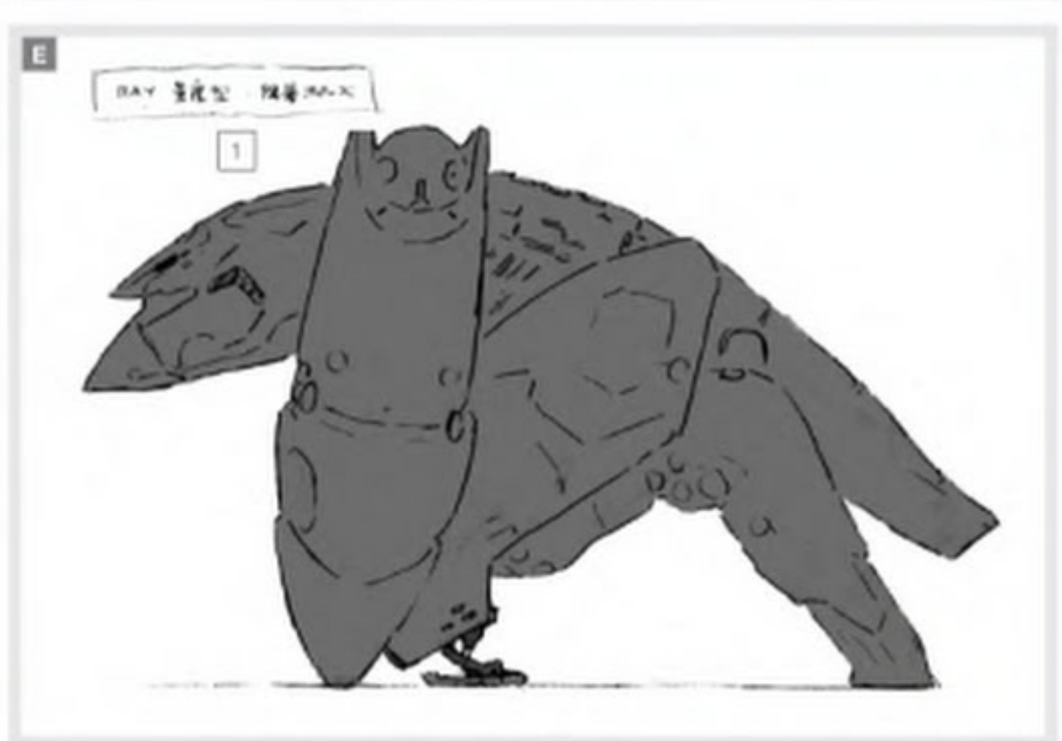
Матеріал, захищений авторським правом

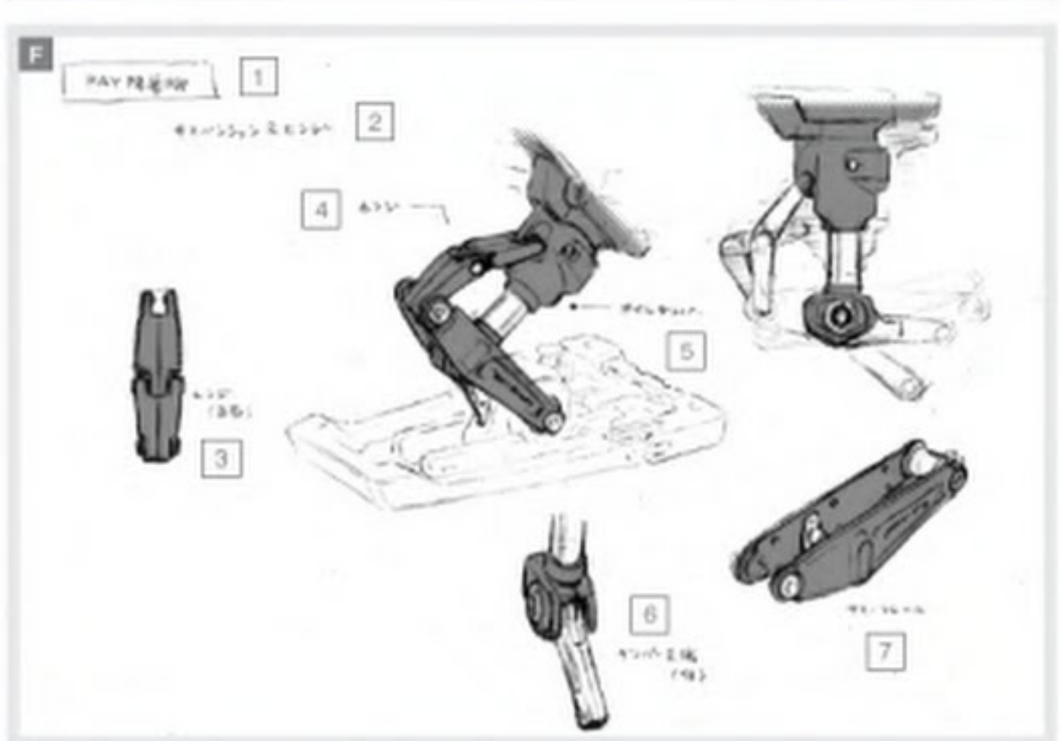


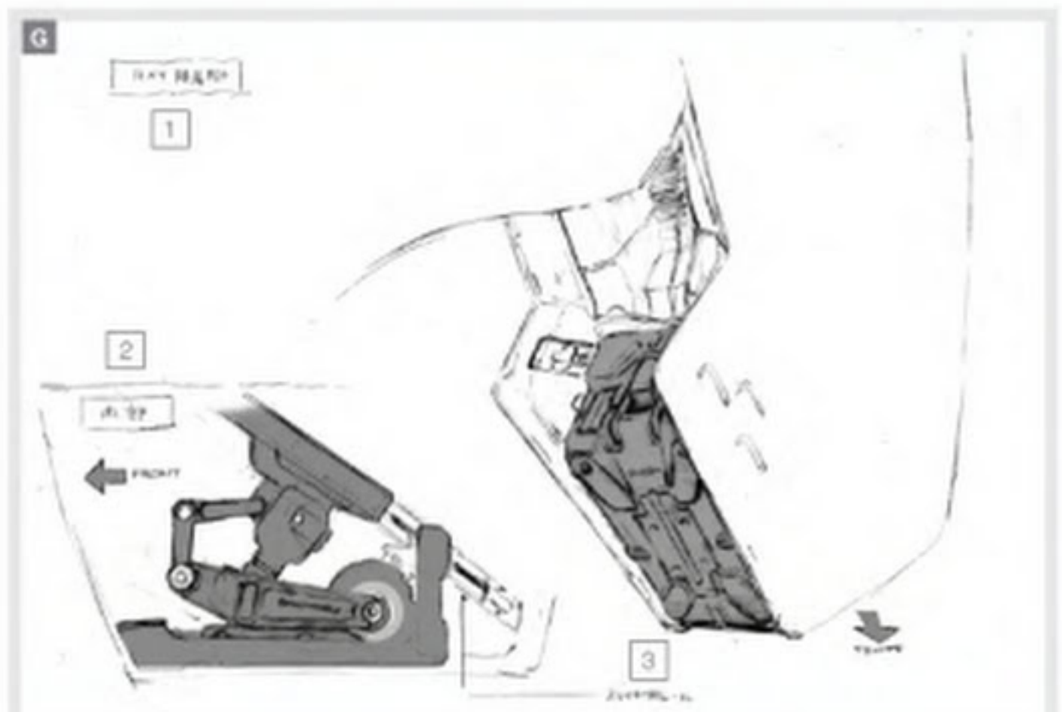


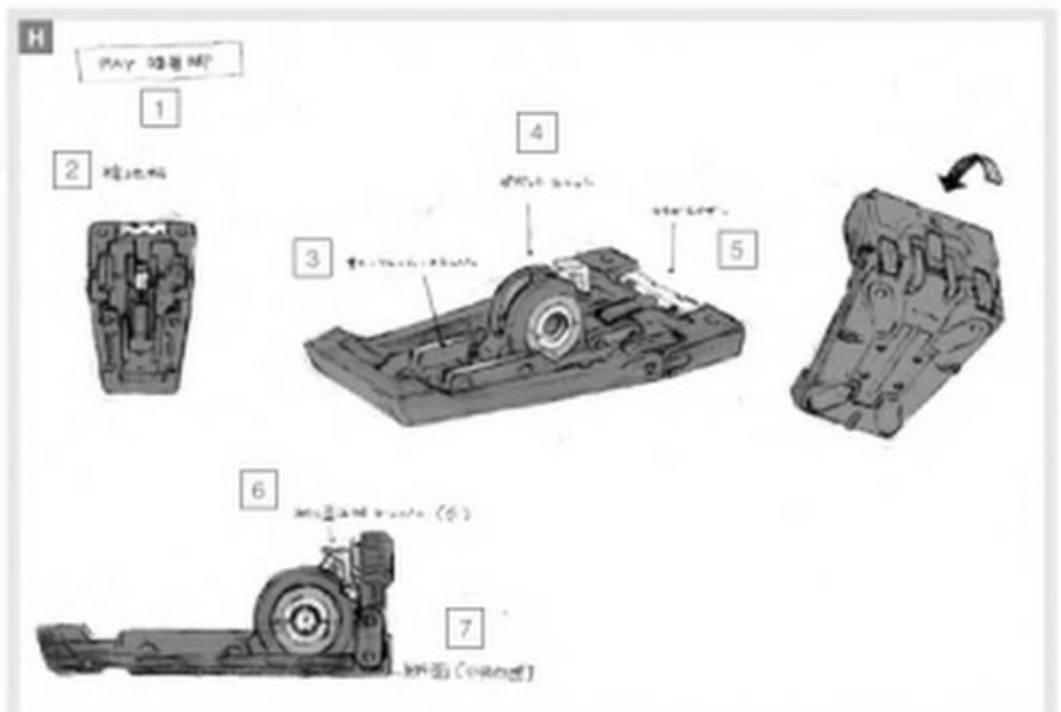












A
1. RAY—thigh
2. Left leg
3. Left leg
4. Please note, these are both left legs

B
1. RAY—thigh
2. Right leg
3. Left leg

C
1. Metal Gear RAY—shoulder details
2. When closed this framing element fits inside.

D
1. RAY—thigh
2. Right leg
3. Left leg

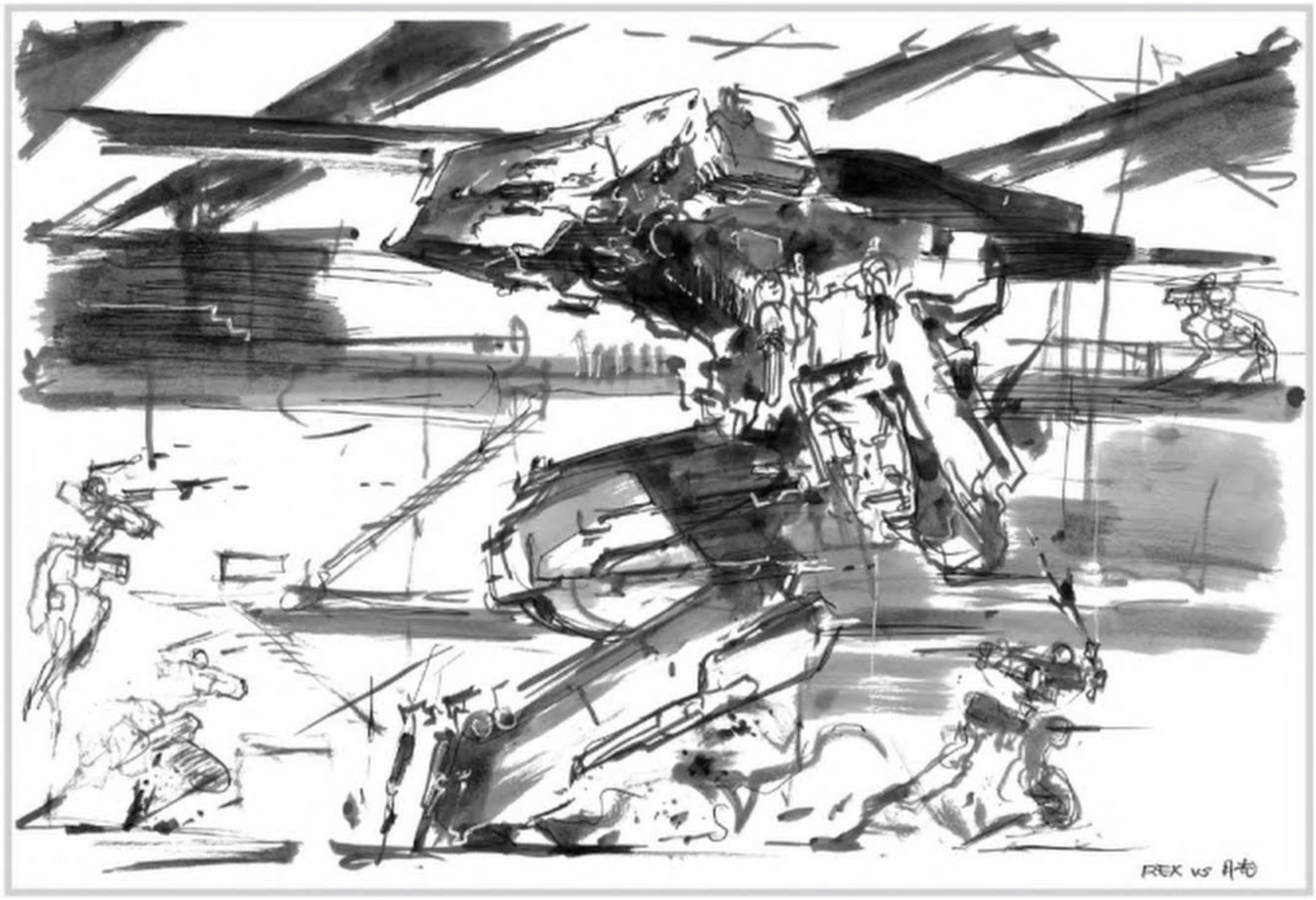
E
1. RAY—production model, landing pose

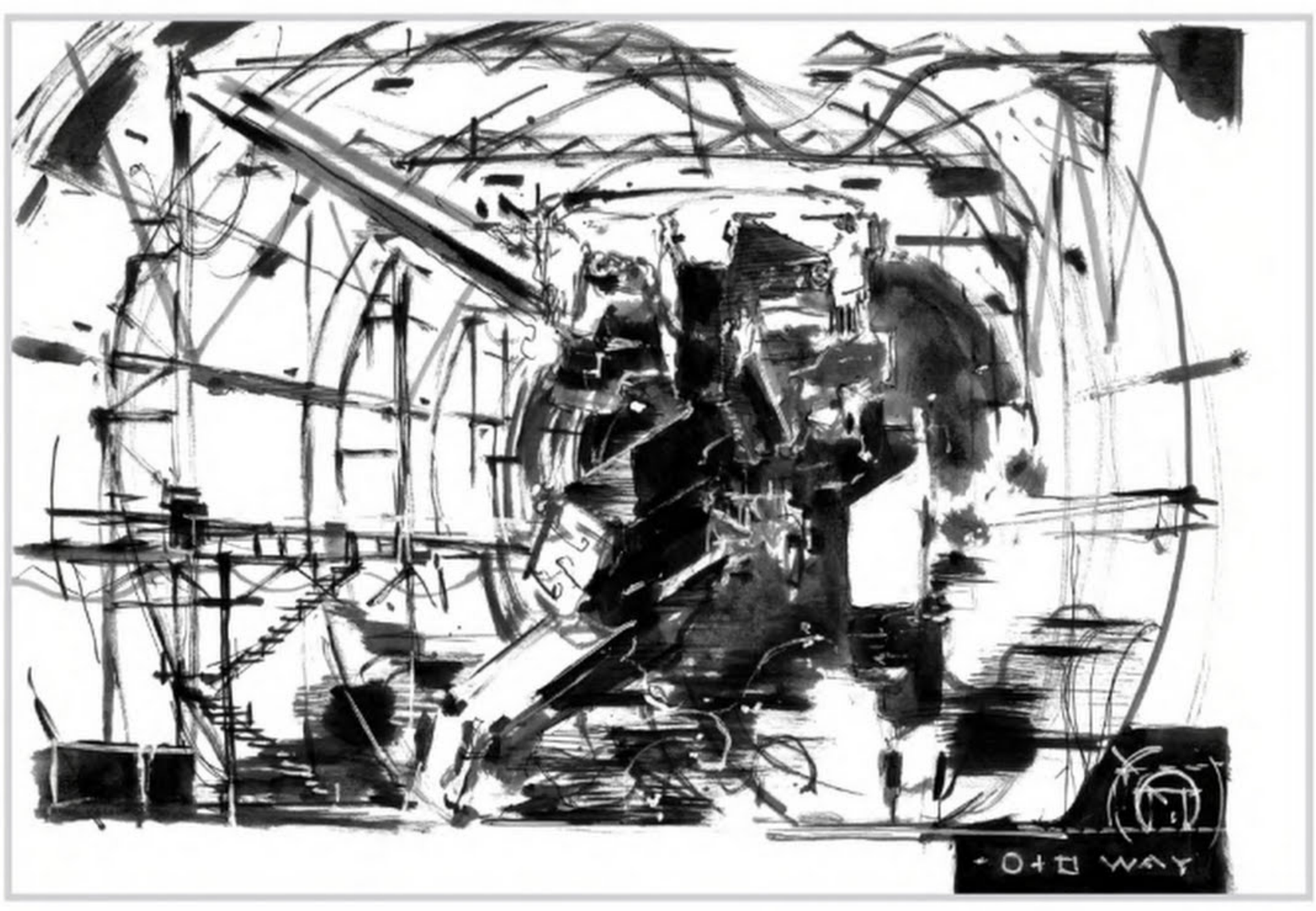
F
1. RAY—landing leg
2. Suspension and hinge
3. Hinge (front)
4. Hinge
5. Oil damper
6. Damper tube (back)
7. Suspension frame

G
1. RAY—landing leg
2. Interior
3. Sliding rail
4. Pivoting unit
5. Stabilizer
6. Damper when folded (white)
7. Cross section [near the center]

H
1. RAY—landing leg
2. Grounding plate
3. Suspension frame stopper

Матеріал, захищений авторським правом





Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

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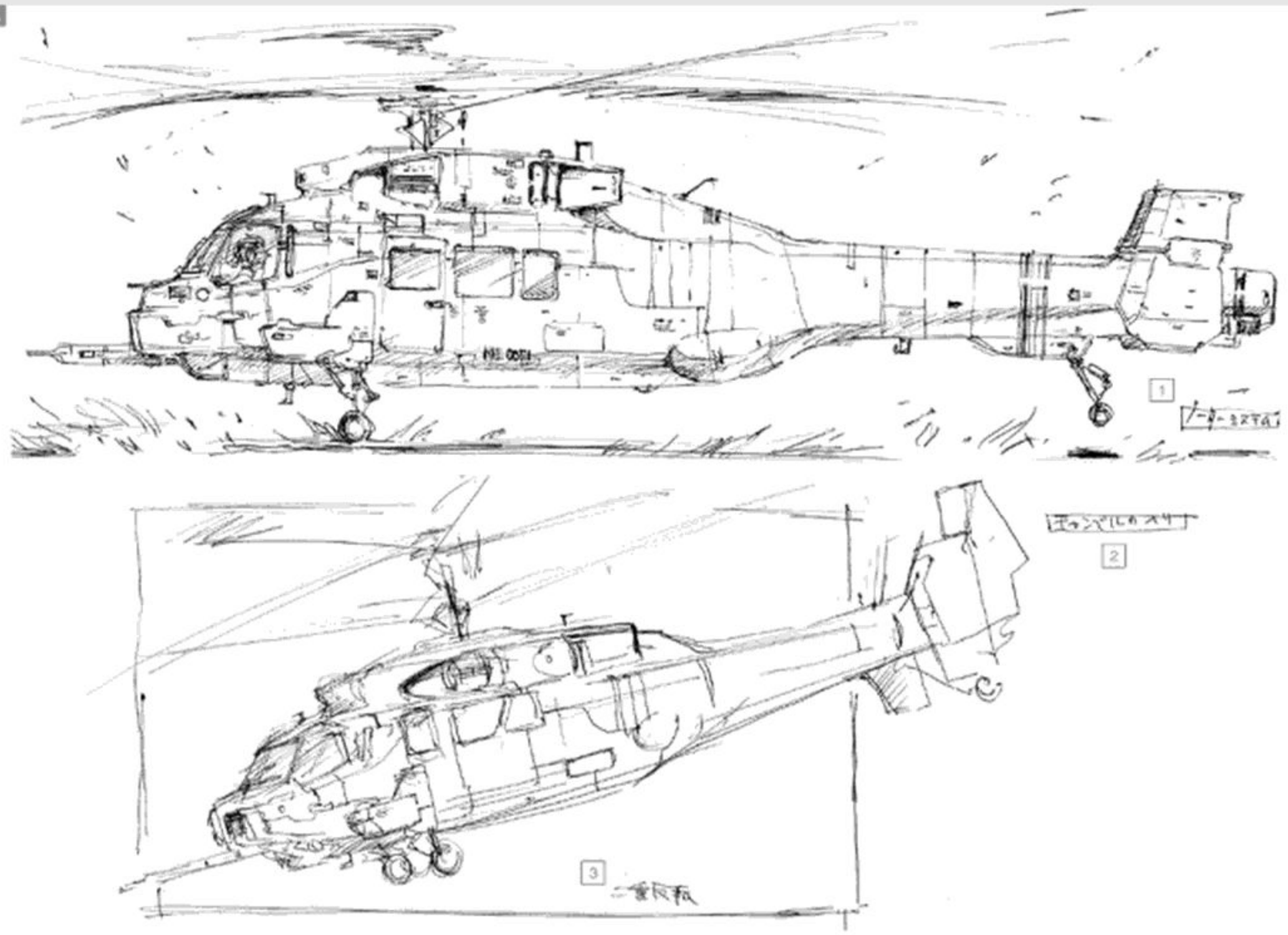

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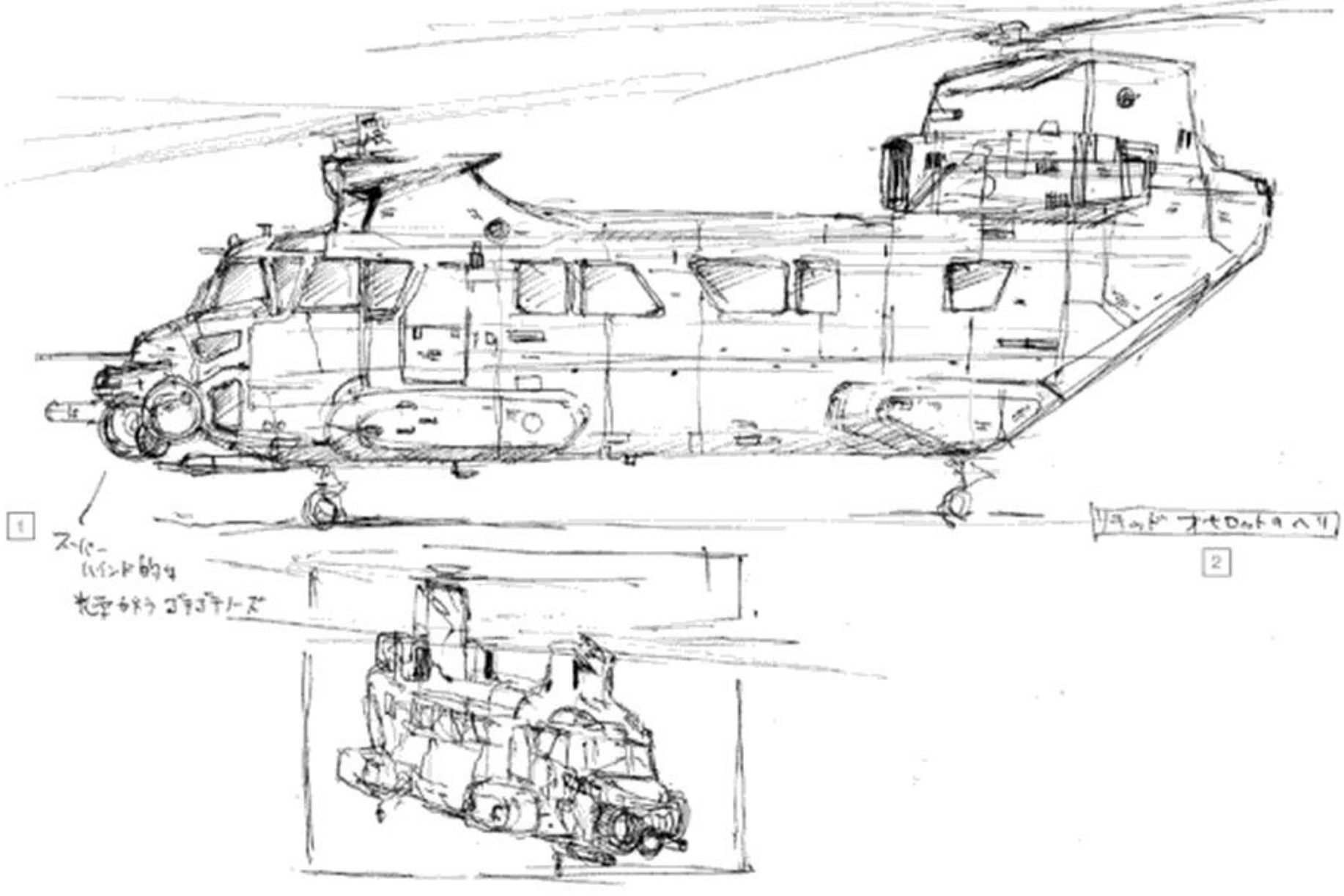
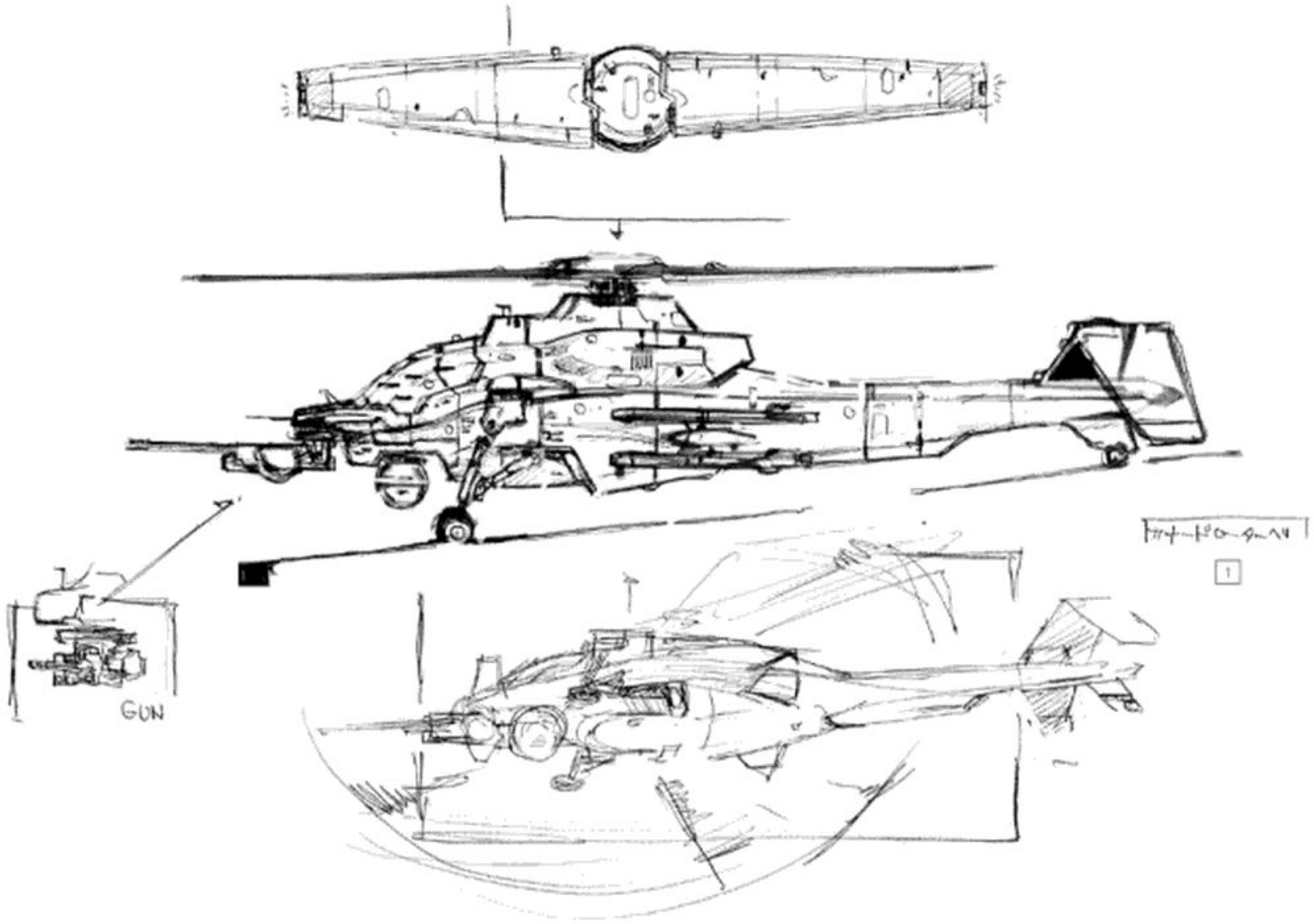


A 1. NOTAR system
2. Campbell's helicopter
3. Double inversion

B 1. Similar to a Super Hind optical camera, garish nose.
2. Liquid Ocelot's helicopter

Матеріал, захищений авторським правом

A



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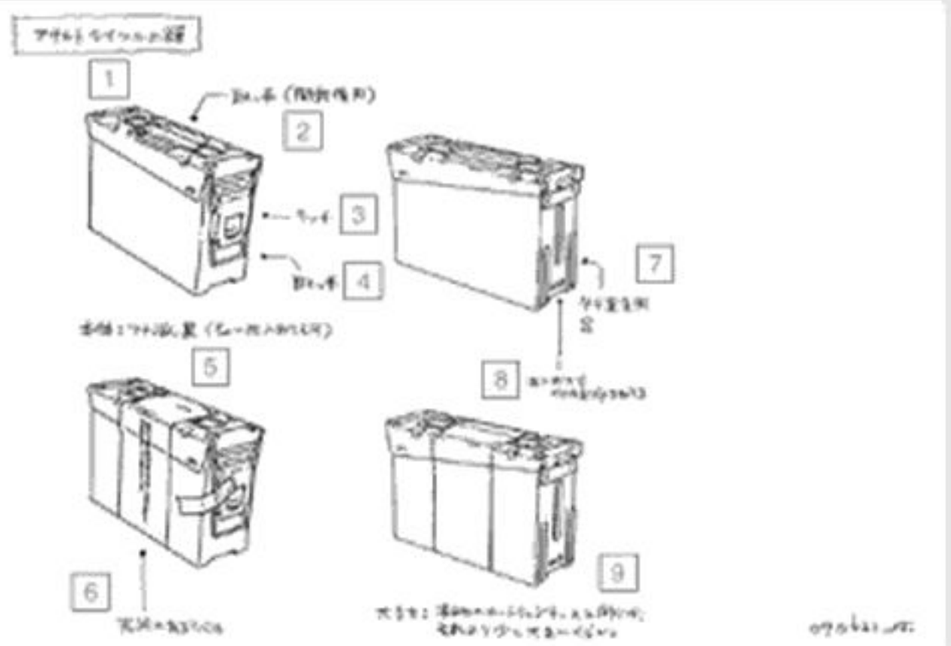

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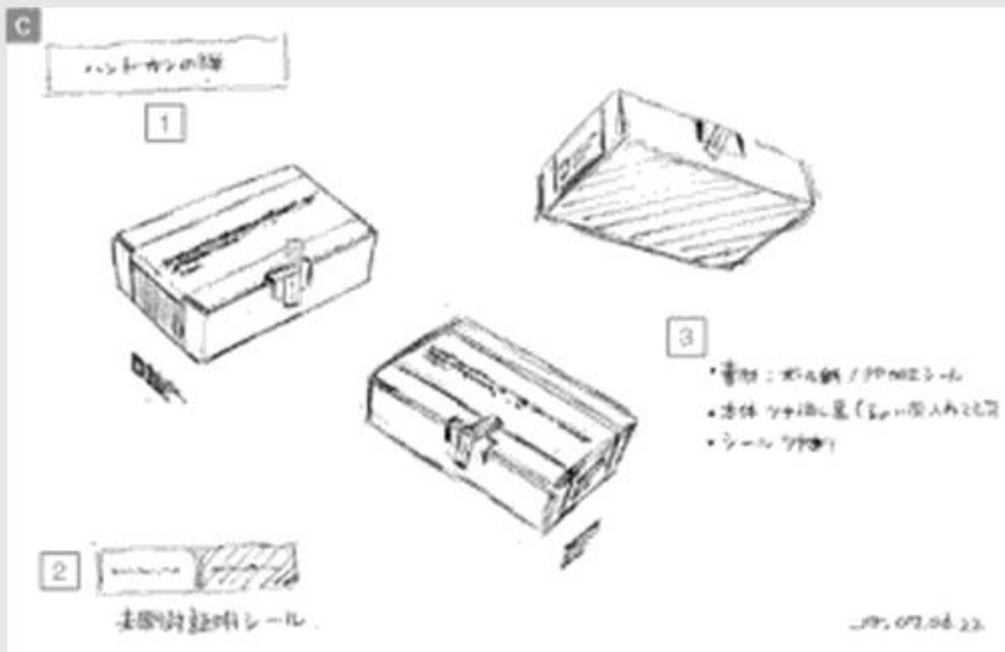

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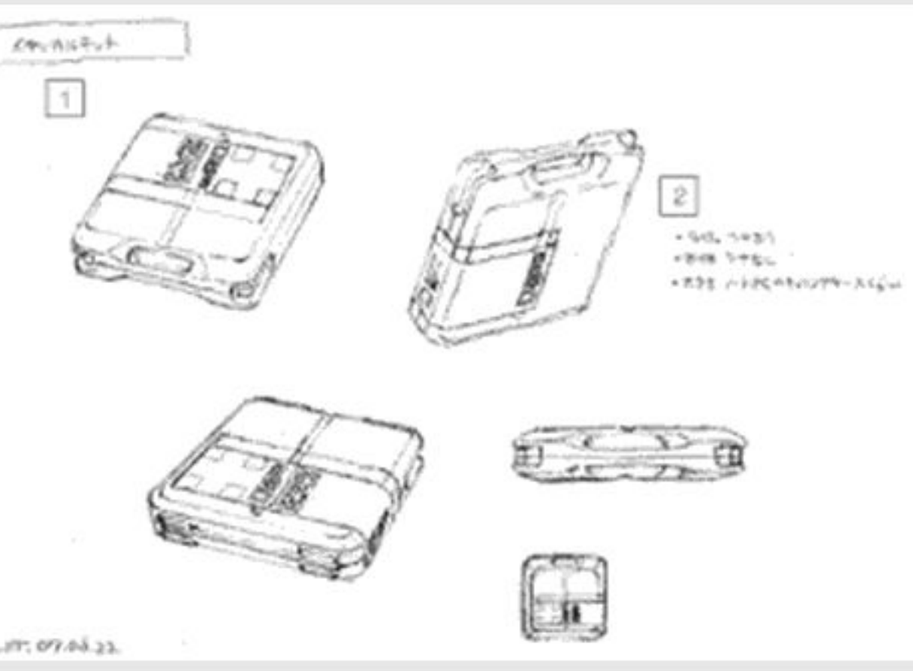
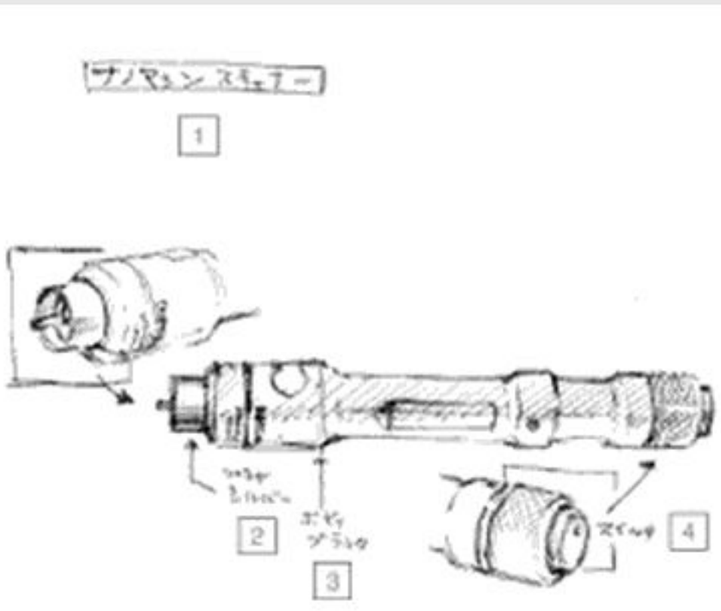


E



A 1. Canard rotor/wing helicopter

B 1. Assault rifle bullets
2. Handle (for use before opening).
3. Latch
4. Handle
5. Main body: matte black (slightly grayish would be okay).
6. Shiny label
7. Legs for standing case on end.
8. An engraving is stamped there.
9. Size: the dimensions of a real ammo case, or slightly larger.

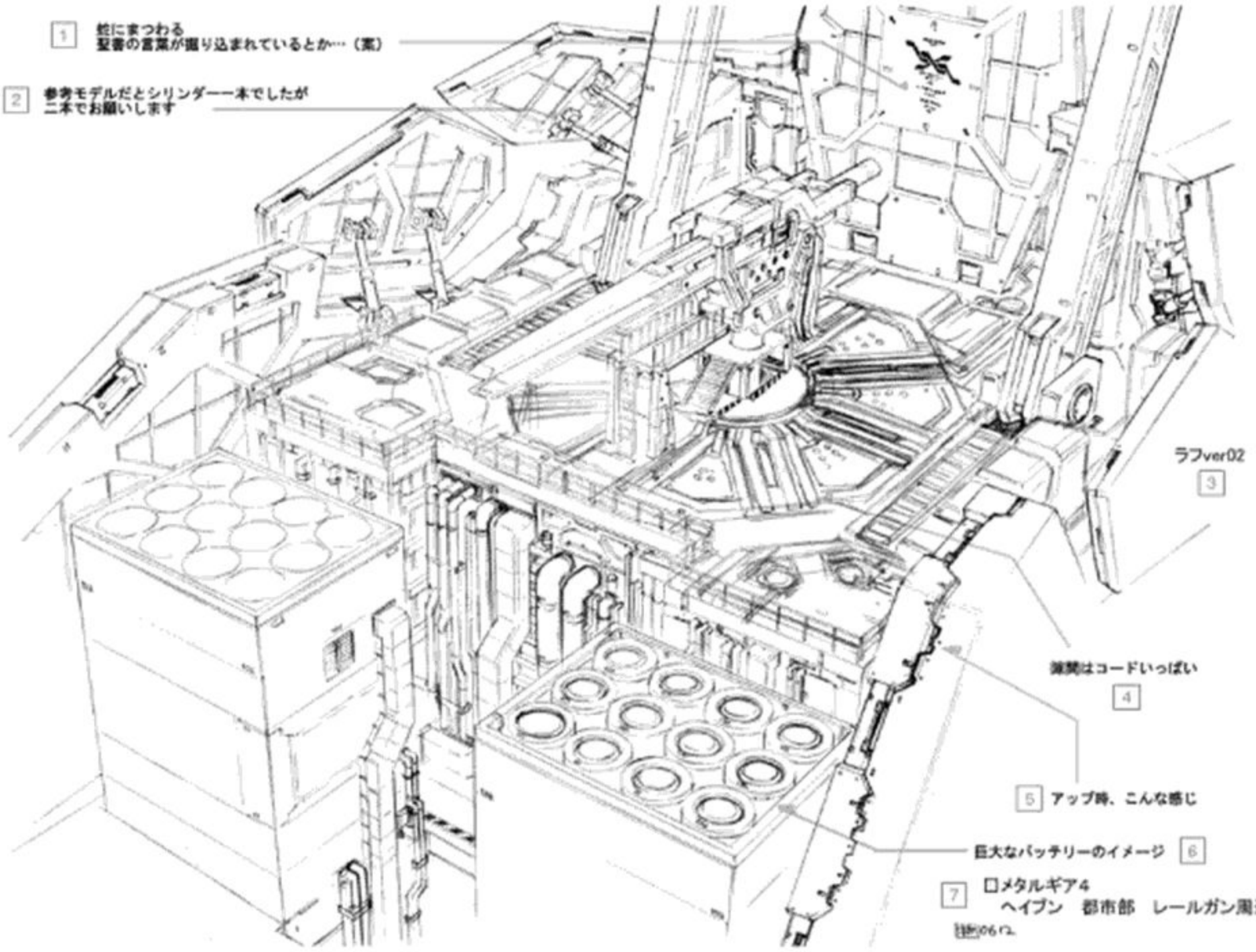
C 1. Handgun bullets
2. Unopened seal for authentication.
3. • Material: cardboard with durable finish
• Main body: matte black (slightly gray is okay)
• Shiny seal

D 1. Medical kit
2. • Label, shiny
• Case, not shiny
• About the size of a laptop case

E 1. Nanomachine scanner
2. Silver plug
3. Black body
4. Switch

Матеріал, захищений авторським правом

A *Outer Haven*



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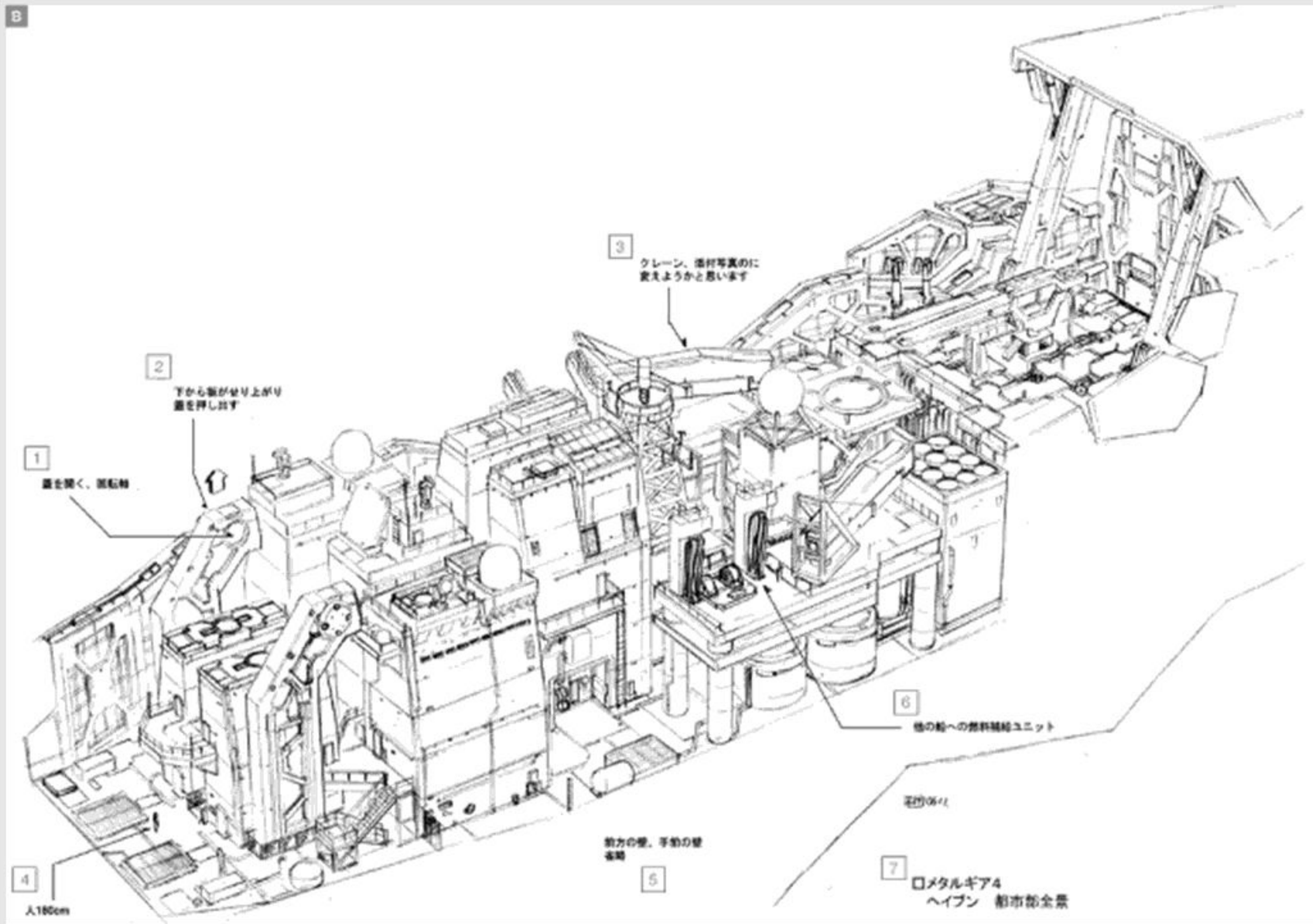
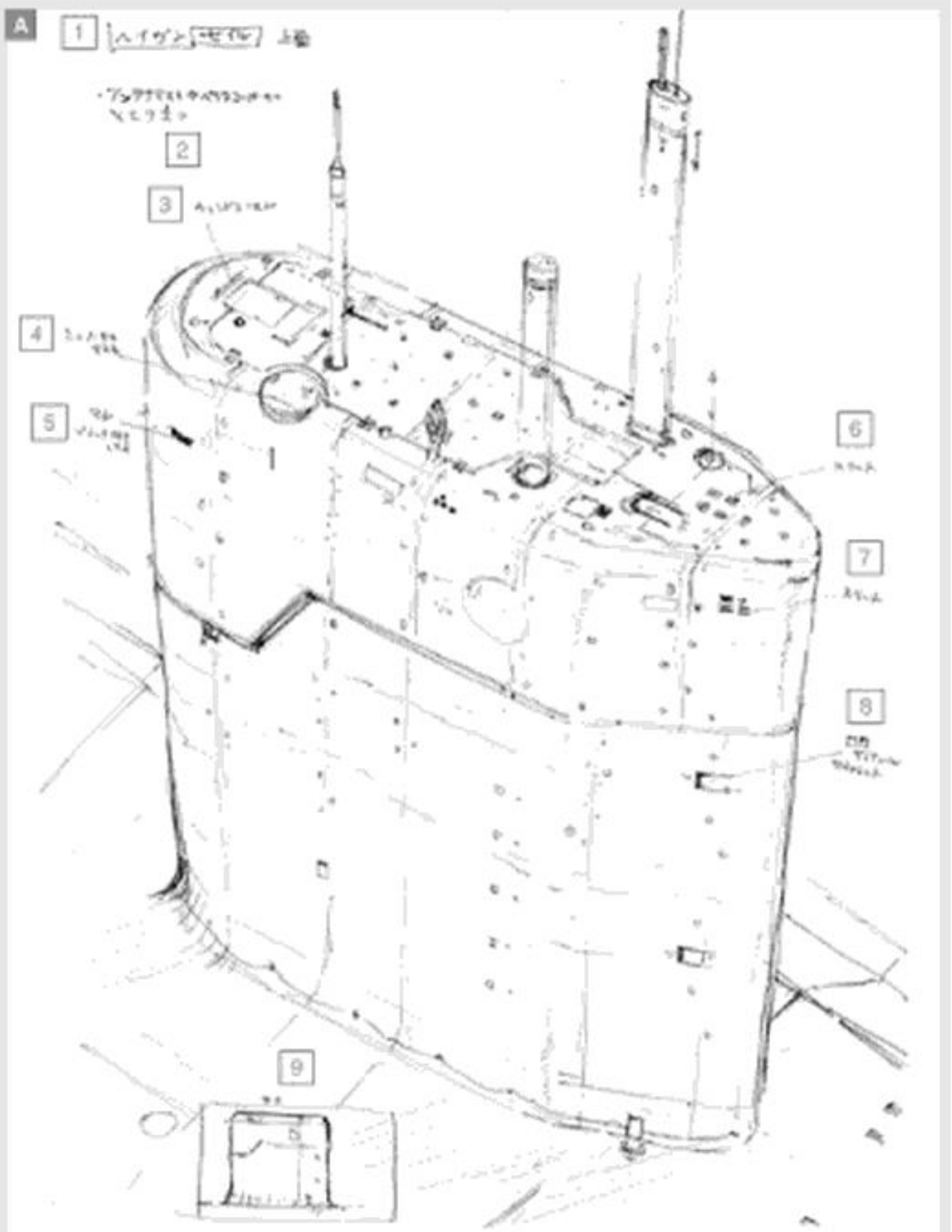


A 1. Biblical quotes about snakes (idea).
2. Reference model shows one cylinder. Please use two cylinders.
3. Rough sketch, version 2
4. Many cords in this space
5. Like this, close-up
6. Image of an enormous battery
7. *Metal Gear 4*—urban *Haven*, around the rail gun

B 1. Opening hatch, axis of rotation
2. A platform from the bottom pushes out to open the hatch.
3. Crane; think about switching to the one in the attached photo.
4. 180 cm-tall person.
5. Outer walls on all sides omitted
6. Fuel bunkering unit for other ships
7. *Metal Gear 4—Haven* and urban city full view

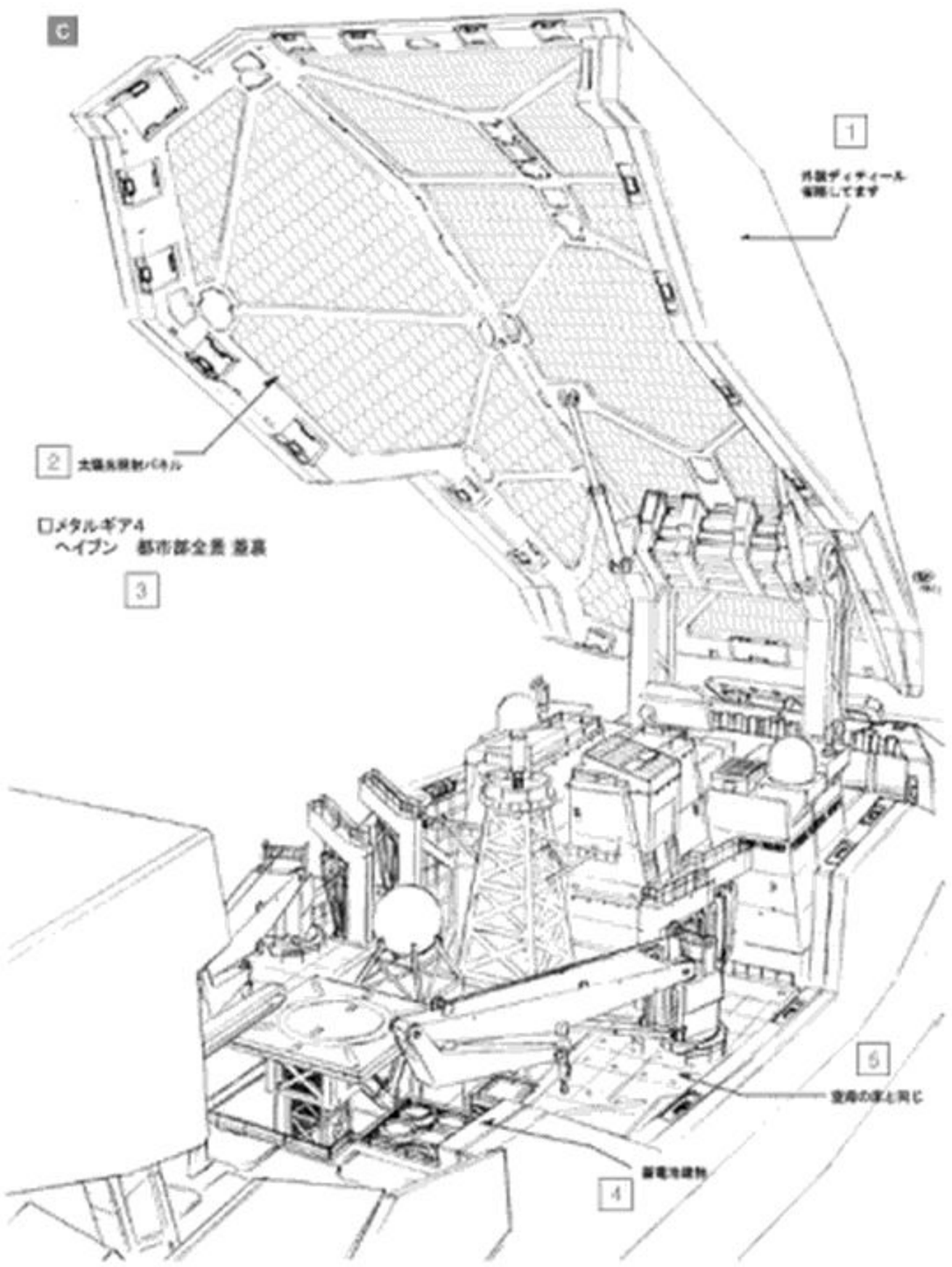
Матеріал, захищений авторським правом

A

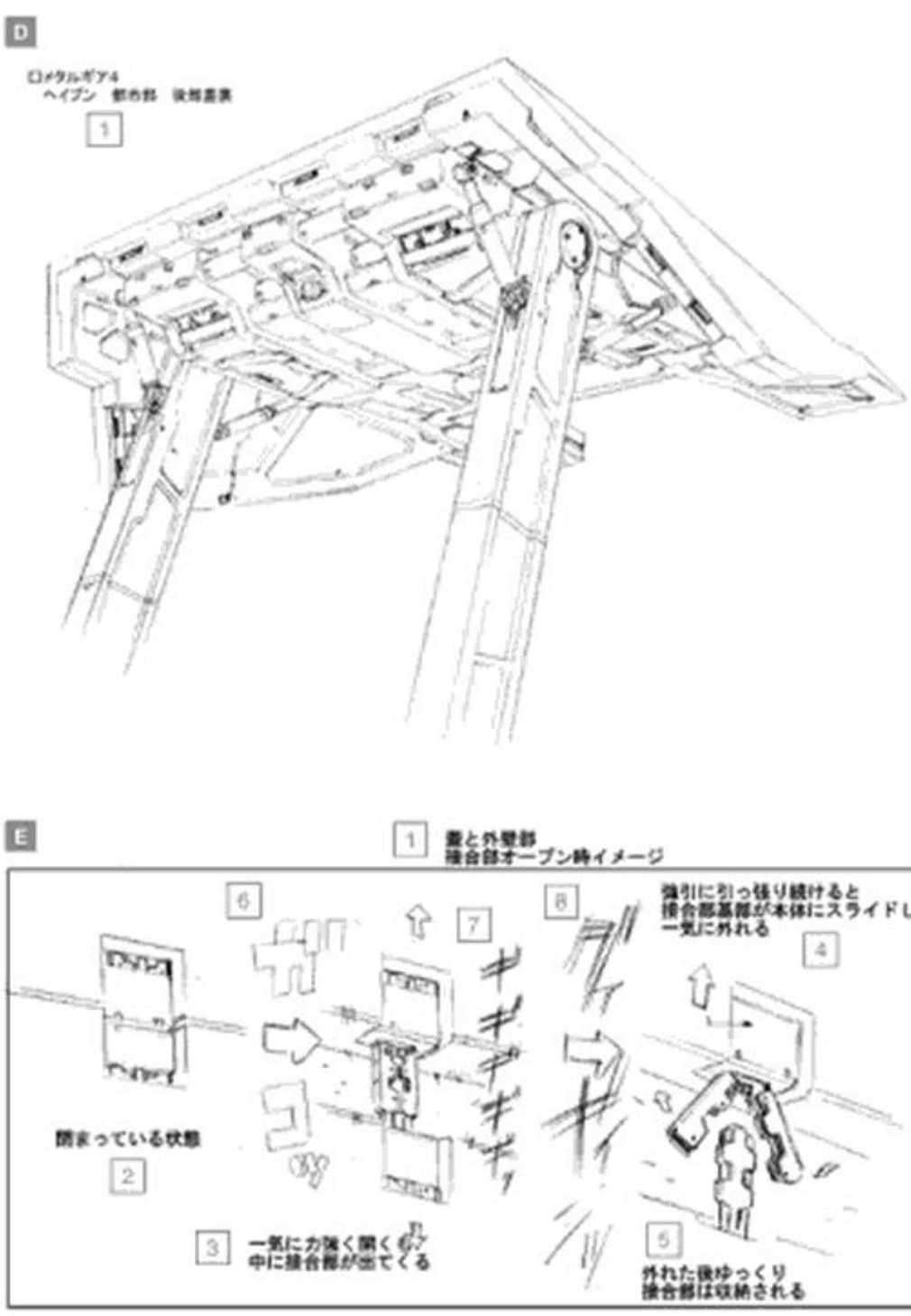


B

C



D



E

A
1. *Haven*, sail—top view
2. Antenna mast and periscope standing tall.
3. Wind shield
4. Snorkel mast
5. Window, blacked out
6. Slits
7. Slits
8. Outlet detail
9. Side view

B
1. *Haven*, sail, and front view, Mt. Rushmore heads
2. Appears only during OctoCamo.

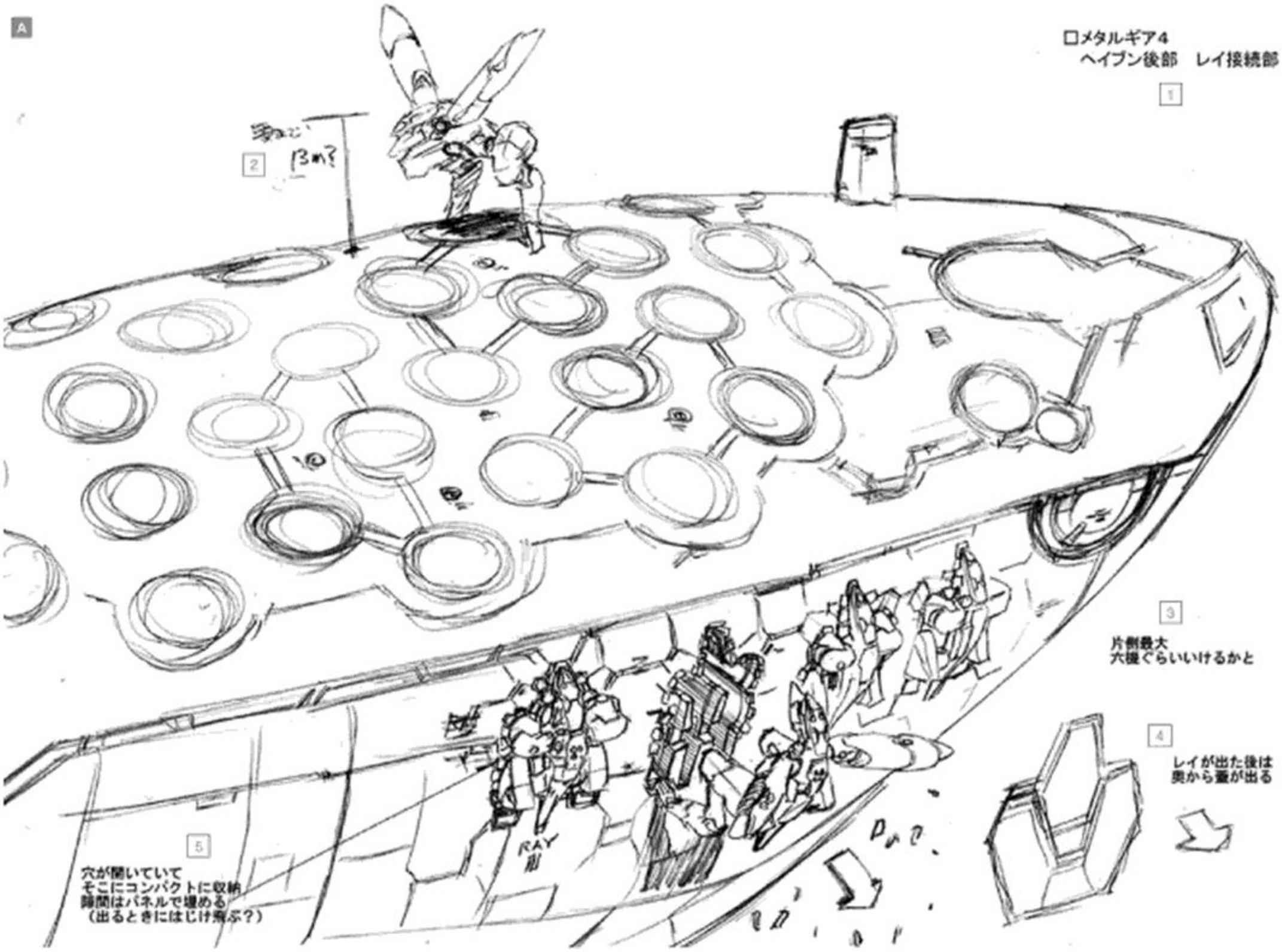
C
1. Exterior details omitted.
2. Radiated solar paneling
3. *Metal Gear 4—Haven*, urban city full view, and underside of back hatch.
4. Battery storage building
5. Same flooring as aircraft carrier.

D
1. *Metal Gear 4—Haven*, urban city, and underside of back hatch.

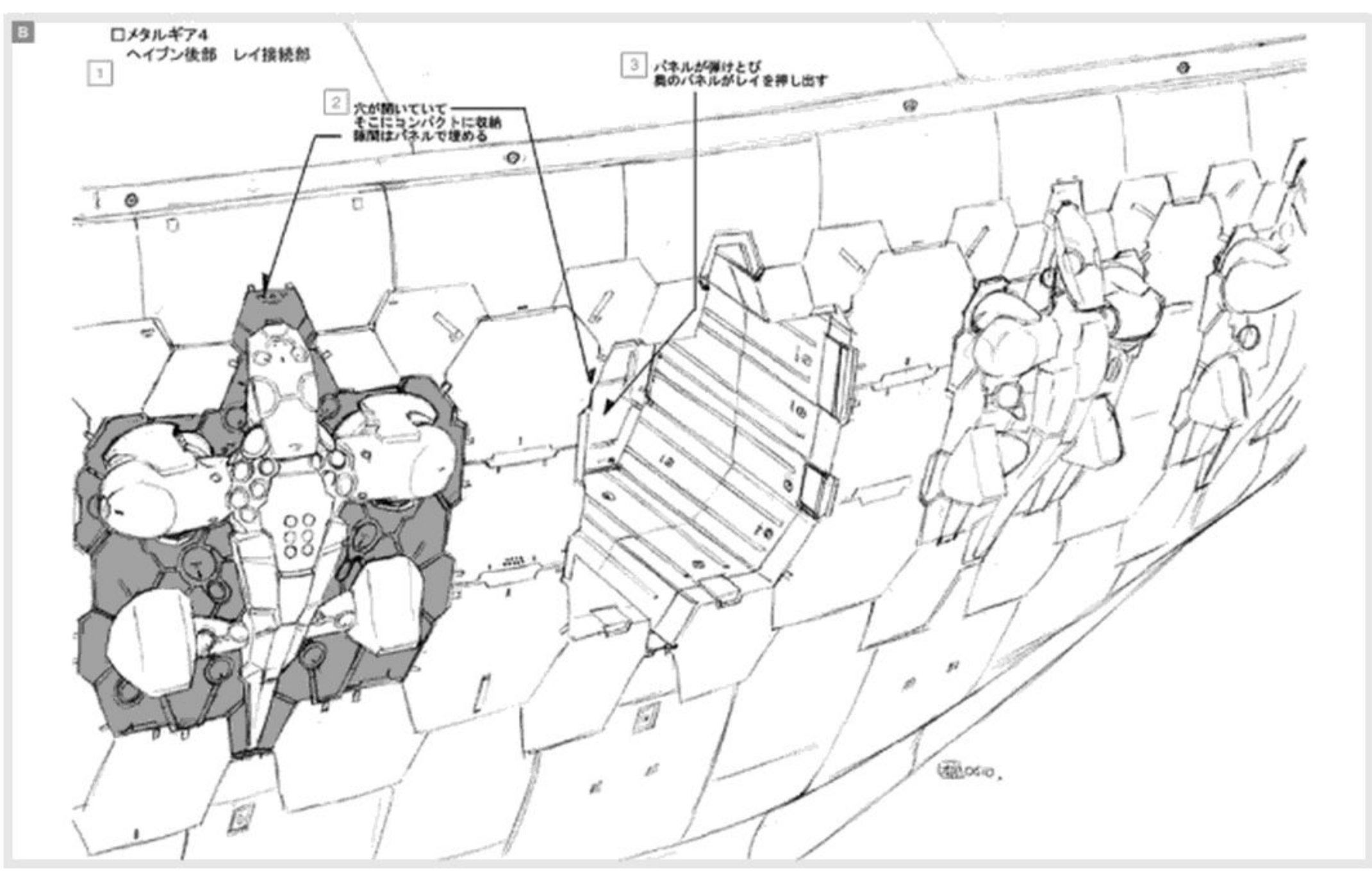
E
1. Rough image of how to open the part joining the hatch and outer wall.
2. When closed
3. When pulled with force, the inner joining part is exposed.
4. When pulled with force in one continuous motion, the joining base will immediately release.
5. Once released, the joining part slowly stows away.
6. *"CLANG"*
7. *"CREEEEE"*
8. *"GA-KIN"*

Матеріал, захищений авторським правом

A



B

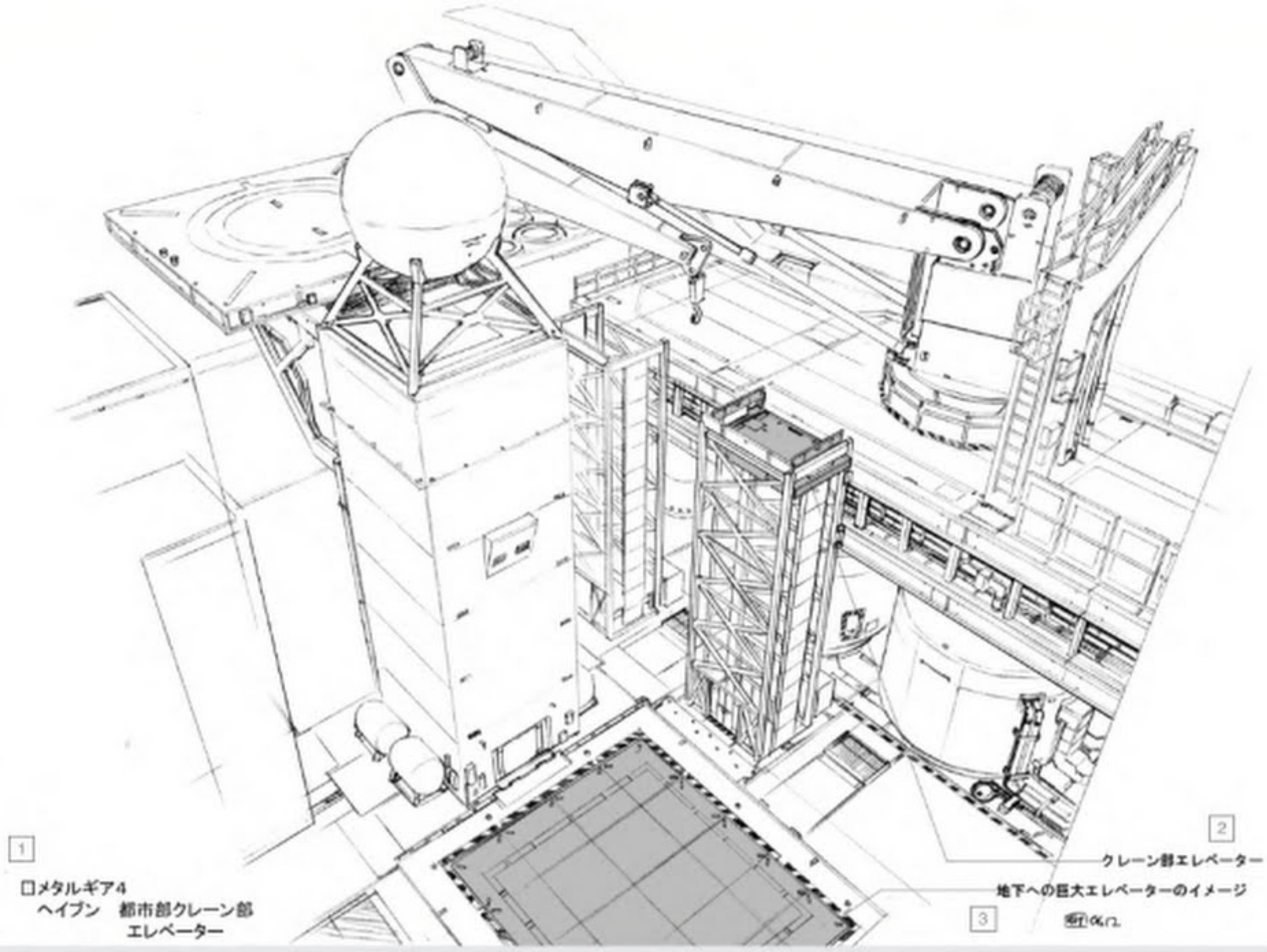


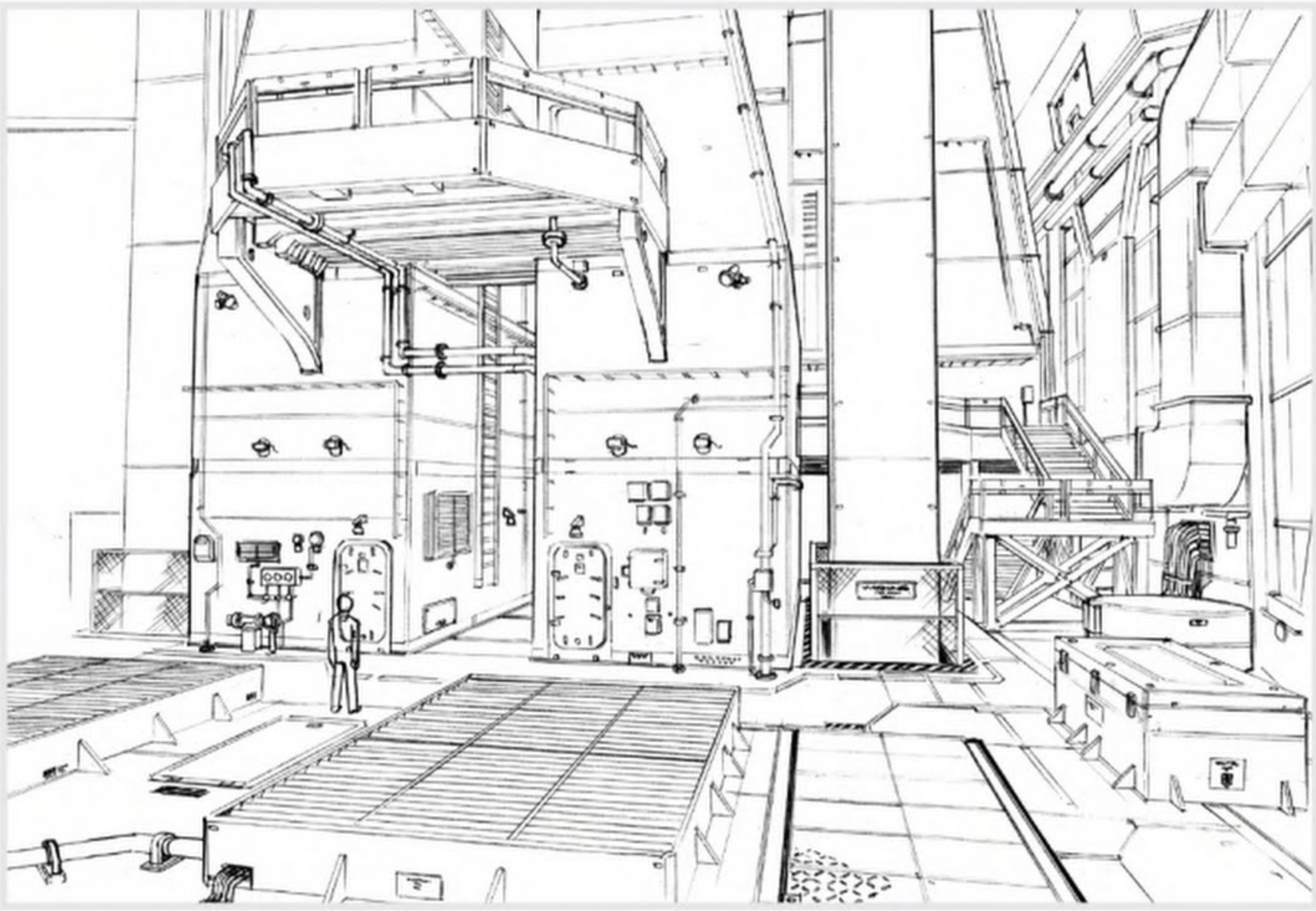
A 1. *Metal Gear 4—Haven* back area, RAY connection area
2. 13 m tall to the head?
3. Maximum six RAYs on each side.
4. After a RAY takes off, an inner hatch is released.
5. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling (Burst off during takeoff?).

B 1. *Metal Gear 4—Haven* back area. RAY connection area
2. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling.
3. After the front panel pops off, the inside panel pushes and propels a RAY.

Матеріал, захищений авторським правом

A

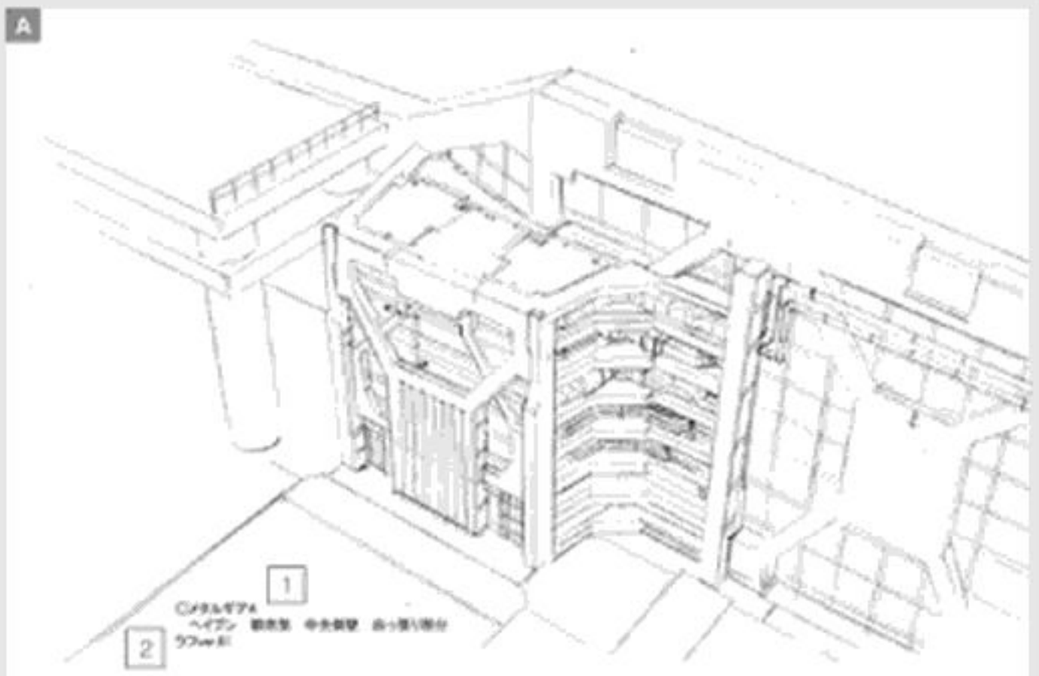




A 1. *Metal Gear 4—Haven*, urban city area crane and elevator
2. Elevator accessing the crane area.
3. Image of the enormous elevator accessing the basement.

Матеріал, захищений авторським правом

A



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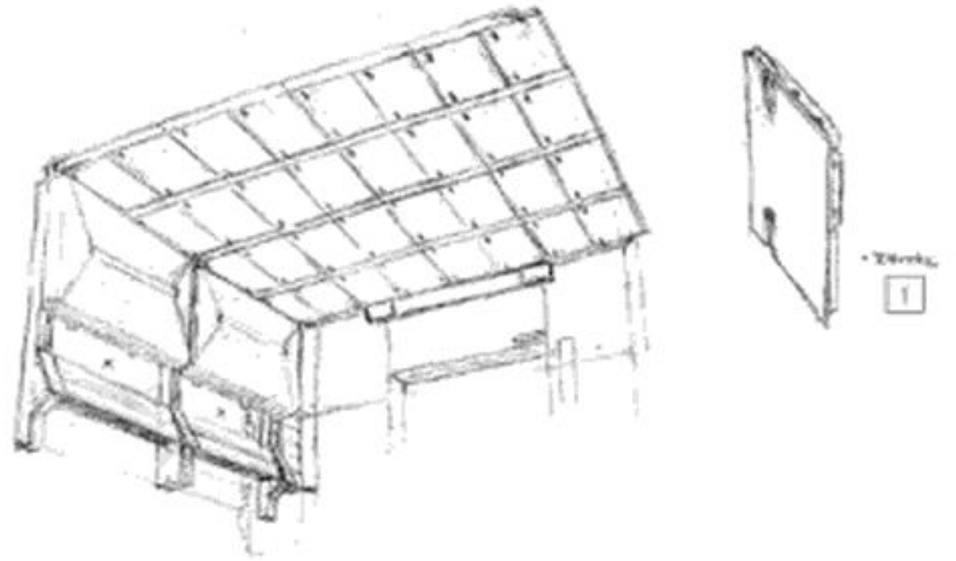

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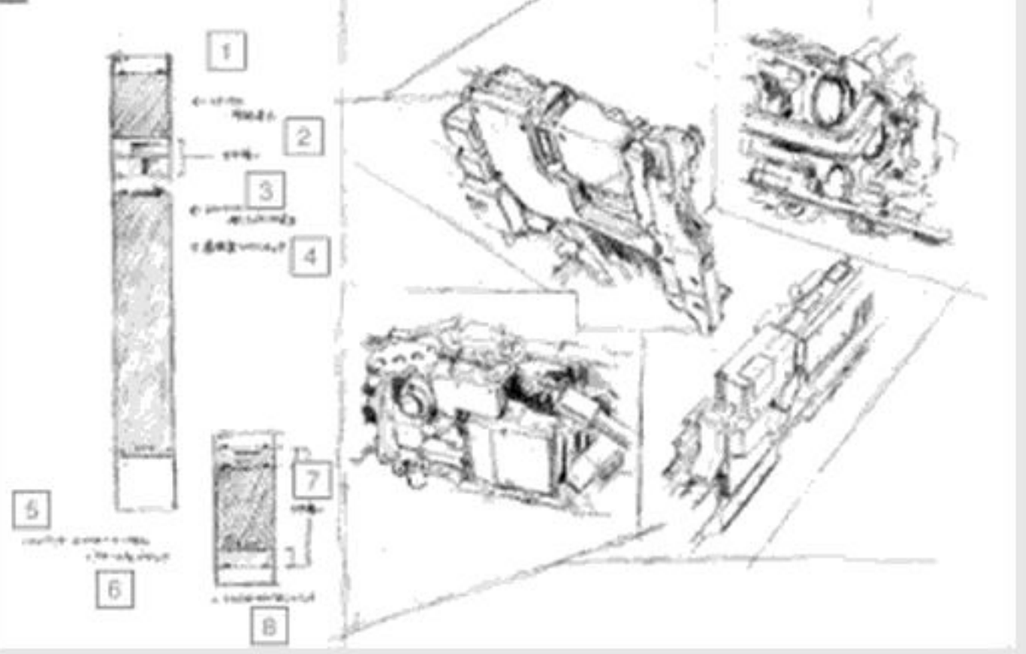

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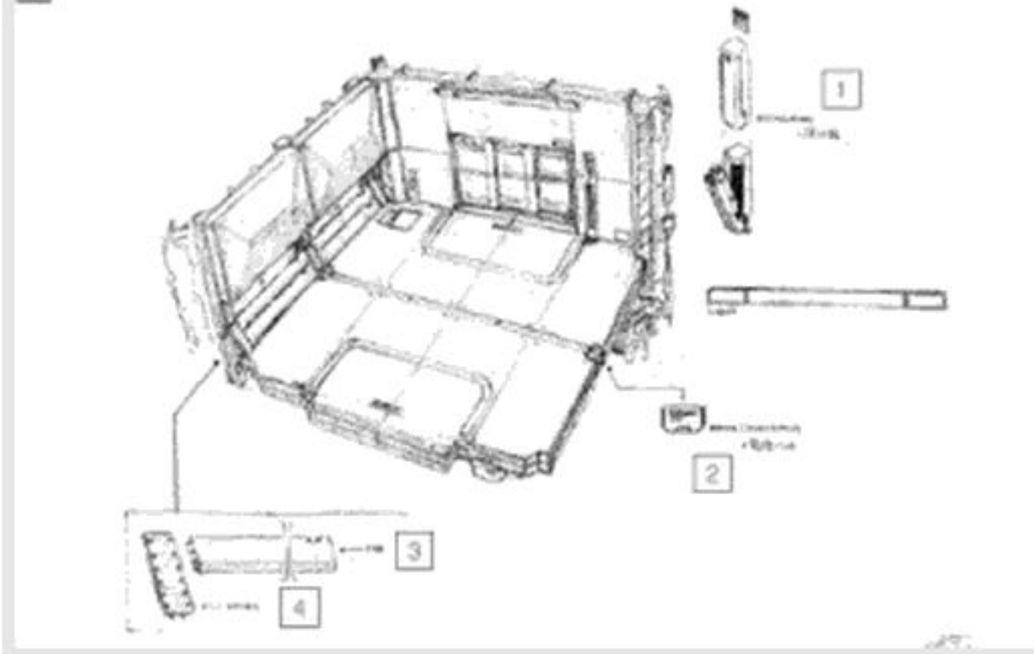

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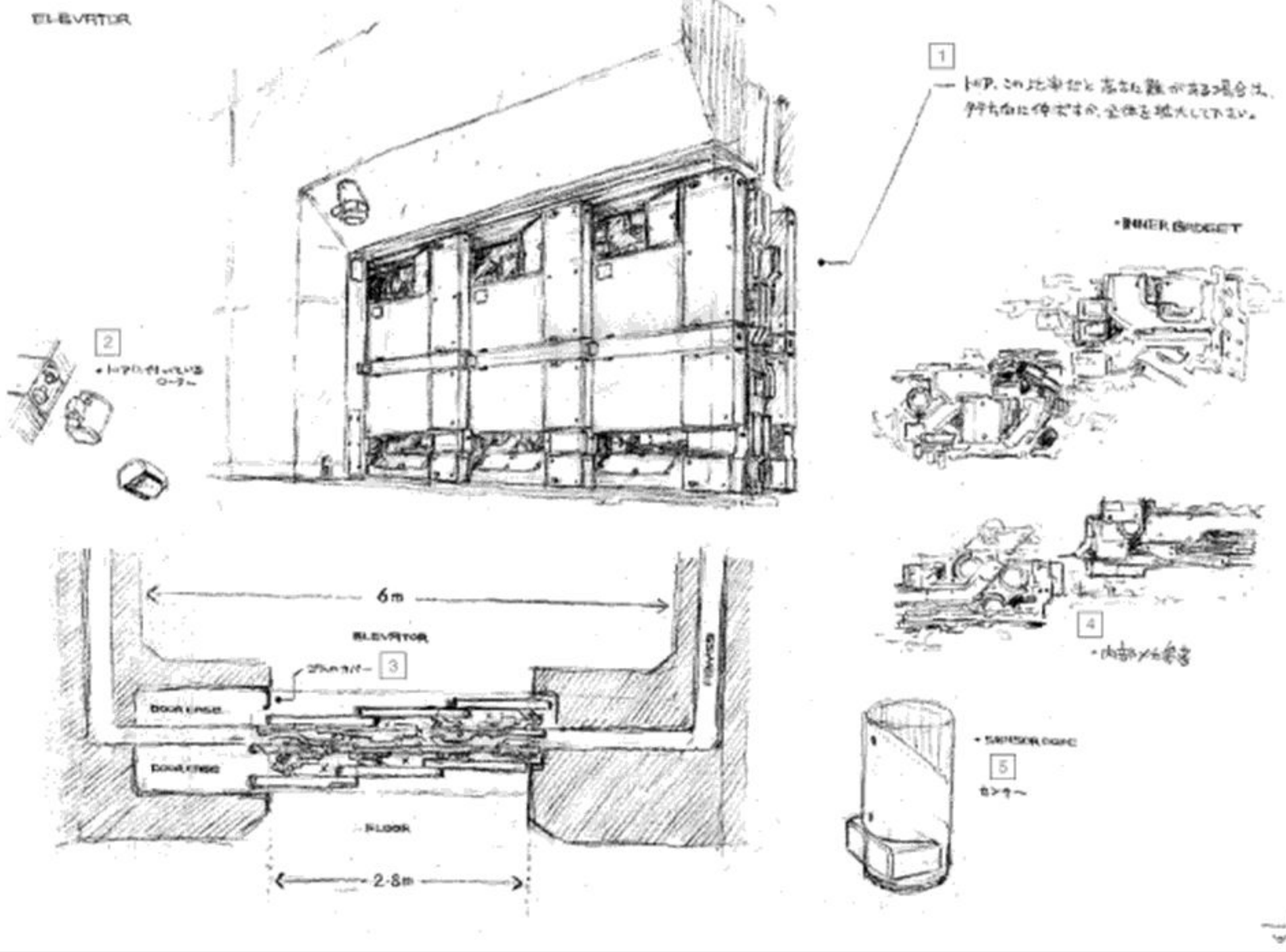


A 1. *Metal Gear 4—Haven*, urban city area, main sidewall (protruding part)
2. Rough version 1

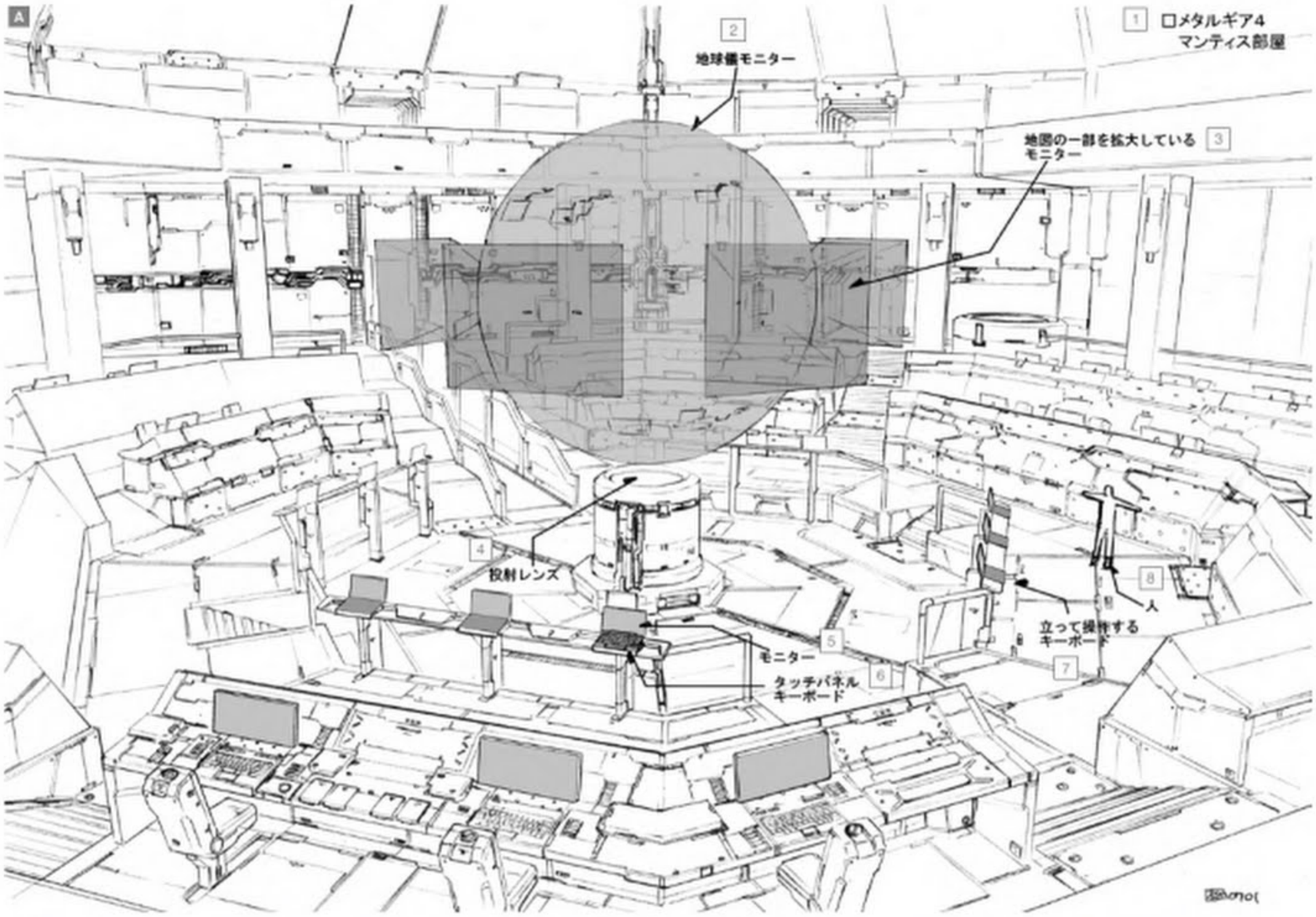
B 1. Ceiling panel

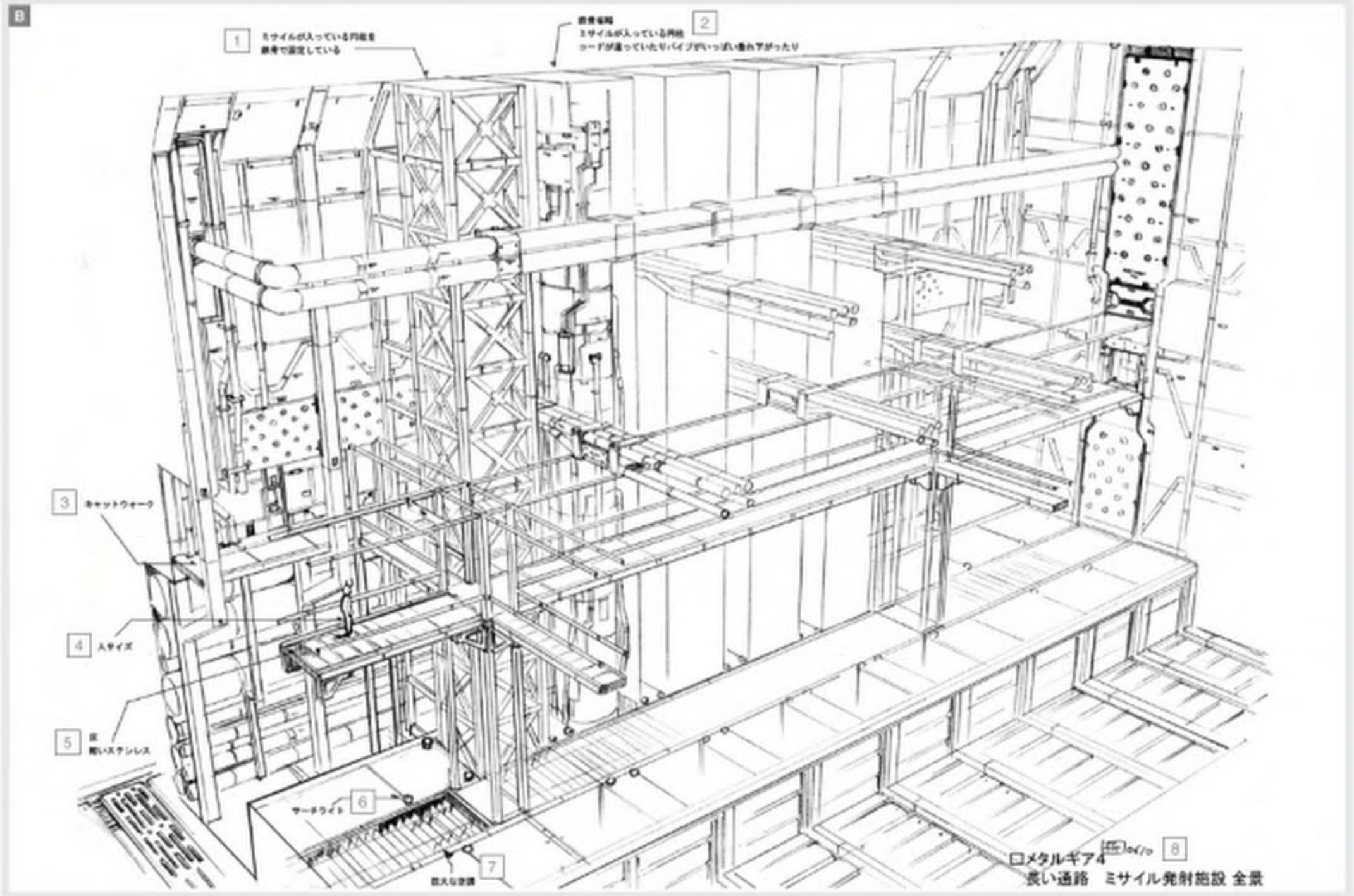
C 1. Floor number display
2. Slightly dark
3. Lights up when pressed
4. Black transparent plastic
5. Elevator operating panel
6. Metallic chrome
7. Slightly dark
8. Call button

D 1. Extinguisher
2. Power supply hatch
3. FRP = fiber reinforced plastic/polymer
4. Stainless steel

E 1. If the ratio or balance of the height of the door appears off in comparison to the width, please increase the height or overall size
2. Roller attached to the door
3. Rubber cover
4. Inner mechanism reference
5. Sensor

Матеріал, захищений авторським правом



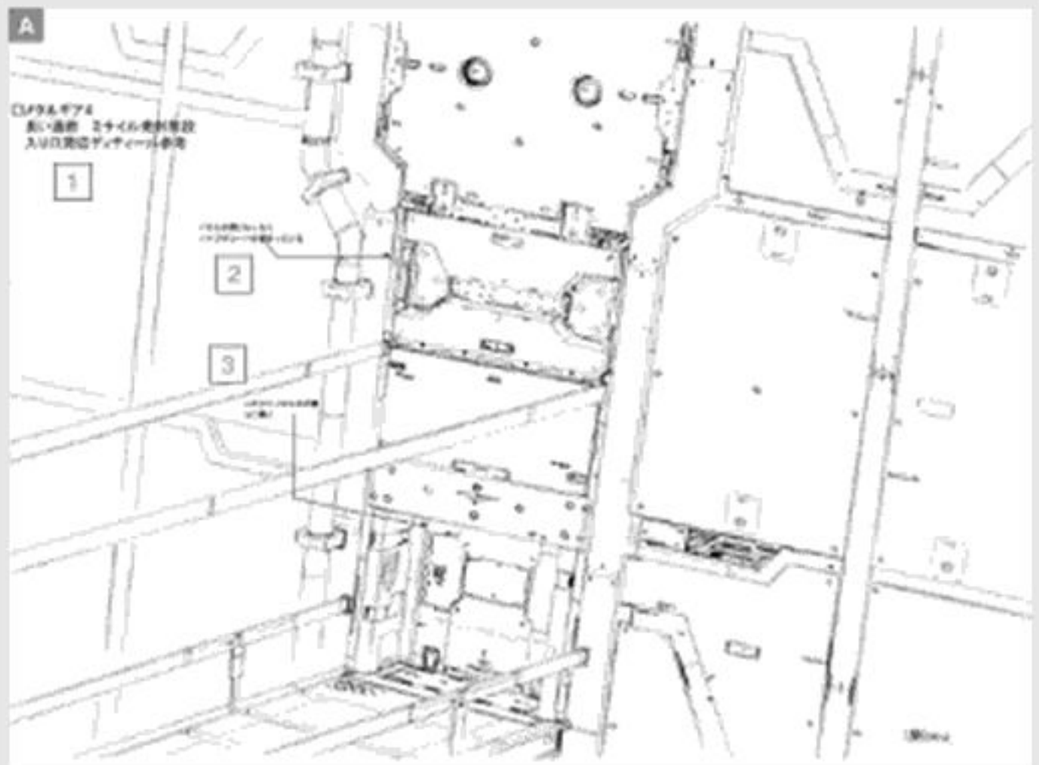


A
1. *Metal Gear 4*—Mantis room
2. Global map monitor
3. Monitors with enlarged sections of the global map.
4. Projector lens
5. Monitor
6. Track pad and keyboard
7. Stand to operate keyboard
8. Person

B
1. Fixed steel-framed column for housing missiles.
2. Steel frame omitted. Column with missile; cords wrapping and many pipes running down.
3. Catwalk
4. Scale of person
5. Light stainless steel platform
6. Searchlight
7. Enormous space
8. *Metal Gear 4*—long passageway, missile-launching facility. Full view.

Матеріал, захищений авторським правом

A



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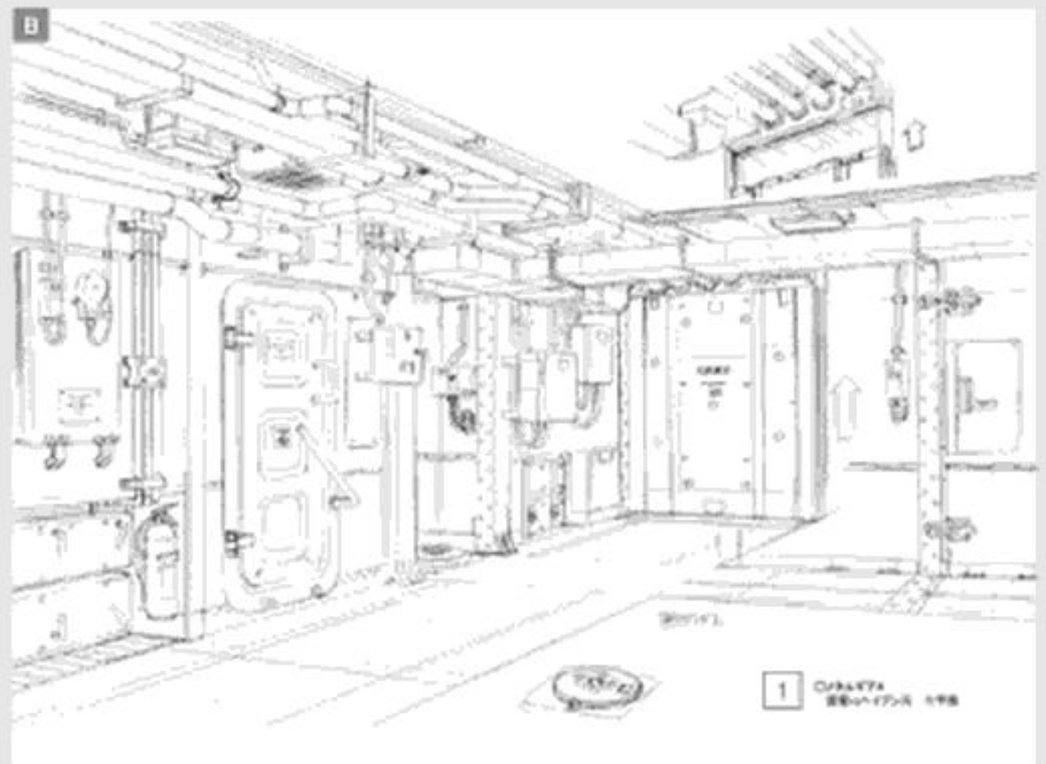

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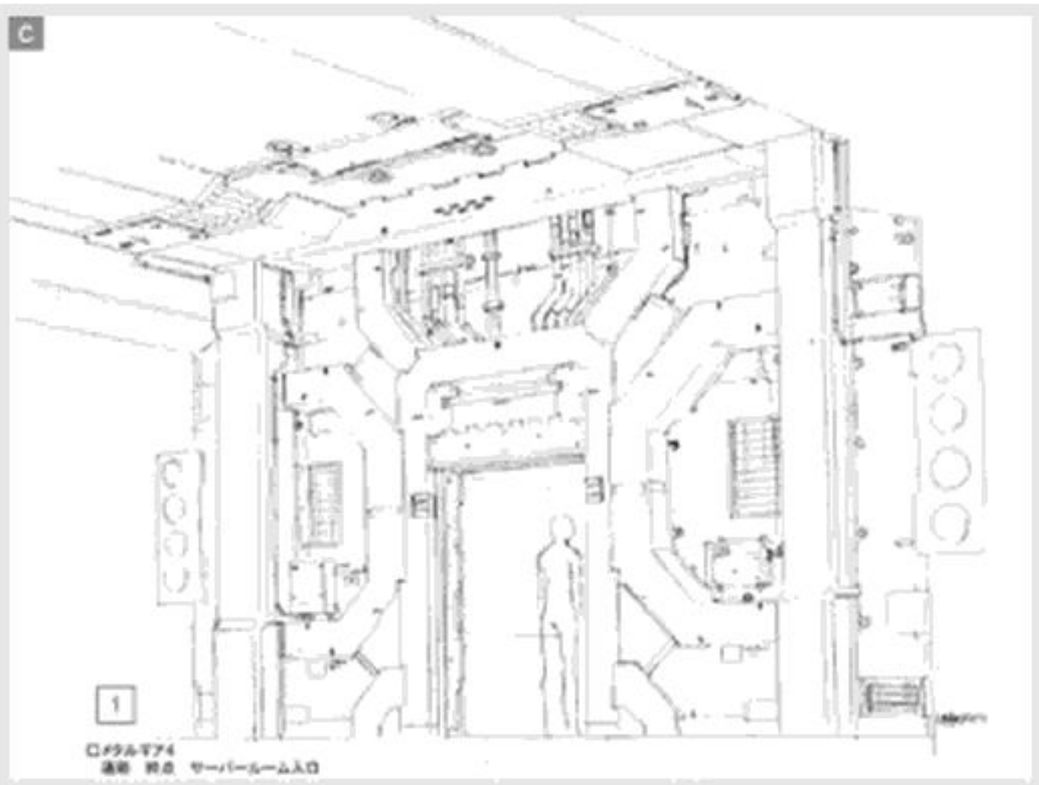

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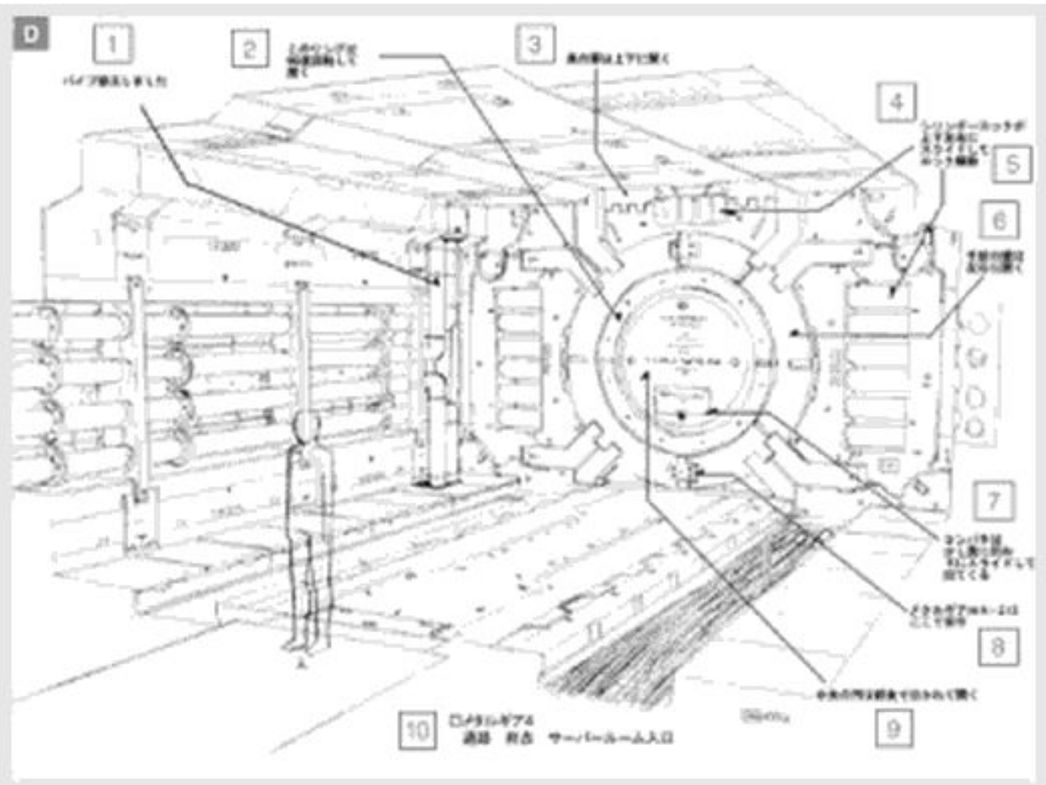

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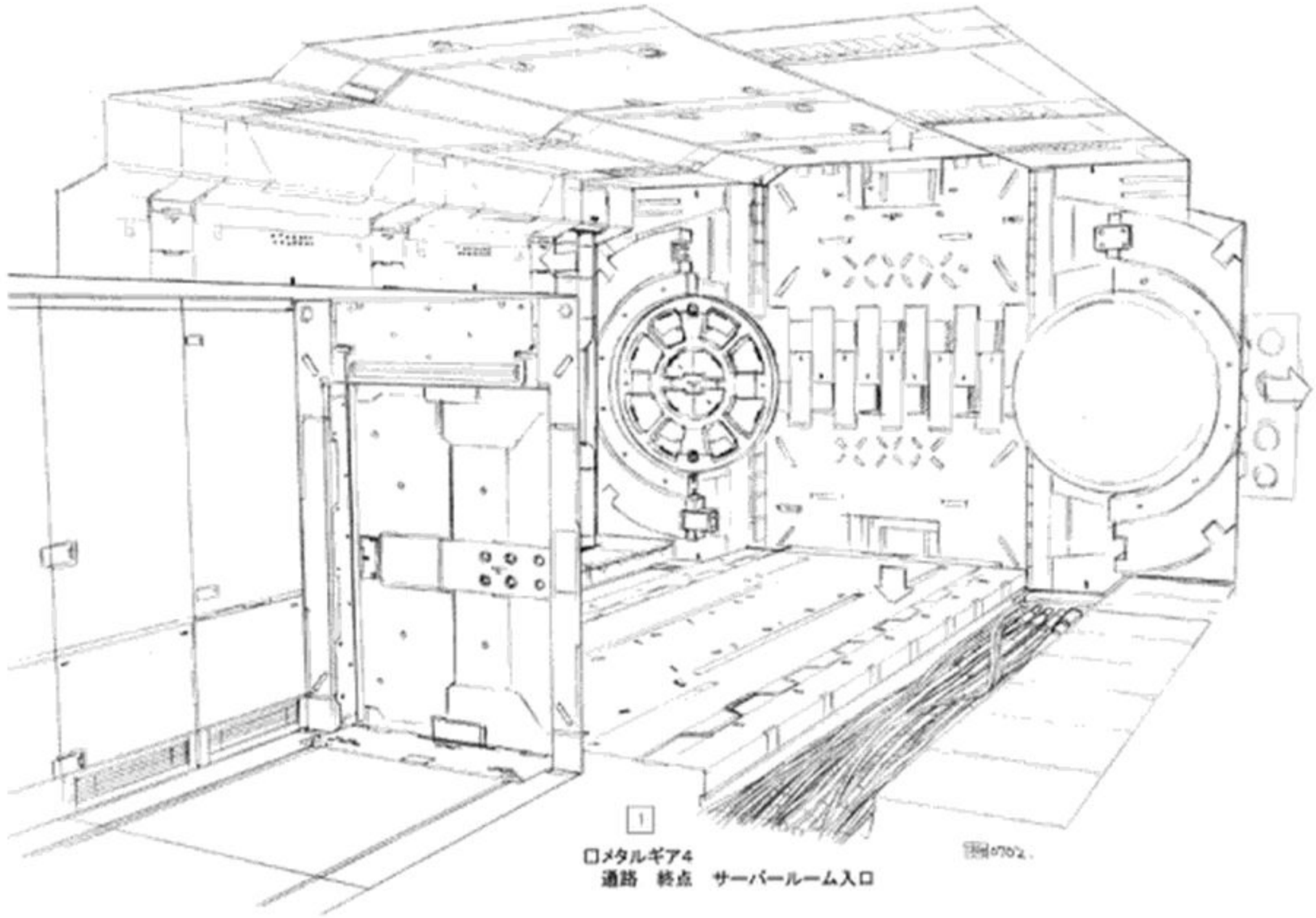


A 1. *Metal Gear 4*—long passageway, missile-launching facility. Reference details for entrance and surrounding area.
2. Cords and pipes completely fill the space between the panels.
3. From this line to the right, the door opens by sliding up.

B 1. *Metal Gear 4*—Raiden vs. *Haven* troopers crossroads

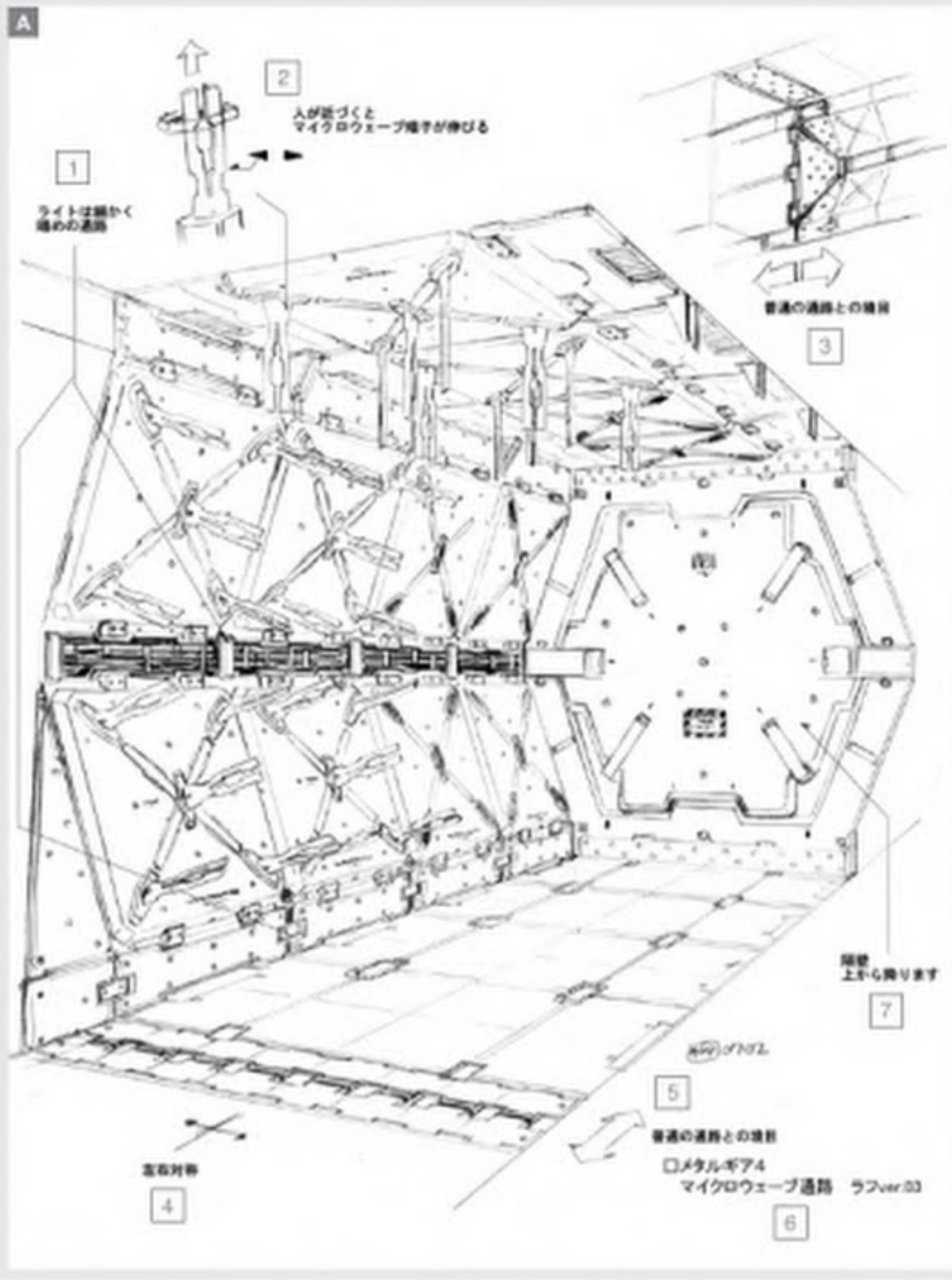
C 1. *Metal Gear 4*—passageway terminal, entrance to computer server room

D 1. Pipe modification
2. This ring turns ninety degrees to open.
3. This door opens up and down.
4. Cylinder lock slides up and down, left and right.
5. The lock slides to release.
6. This door opens left and right.
7. The control panel is slightly sunken in. It slides down and emerges.
8. Metal Gear Mk. II operates here.
9. The inner circle divides at the front and back to open.
10. *Metal Gear 4*—passageway terminal, entrance to computer server room

E 1. *Metal Gear 4*—passageway terminal, entrance to computer server room

Матеріал, захищений авторським правом

A



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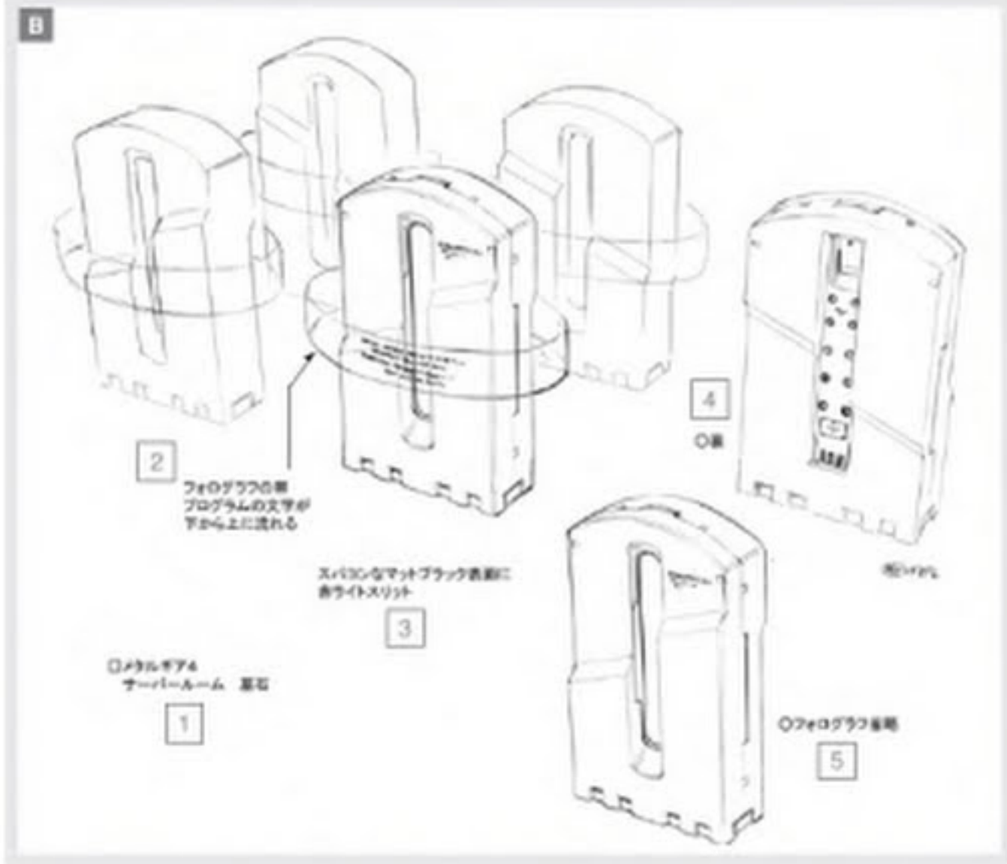

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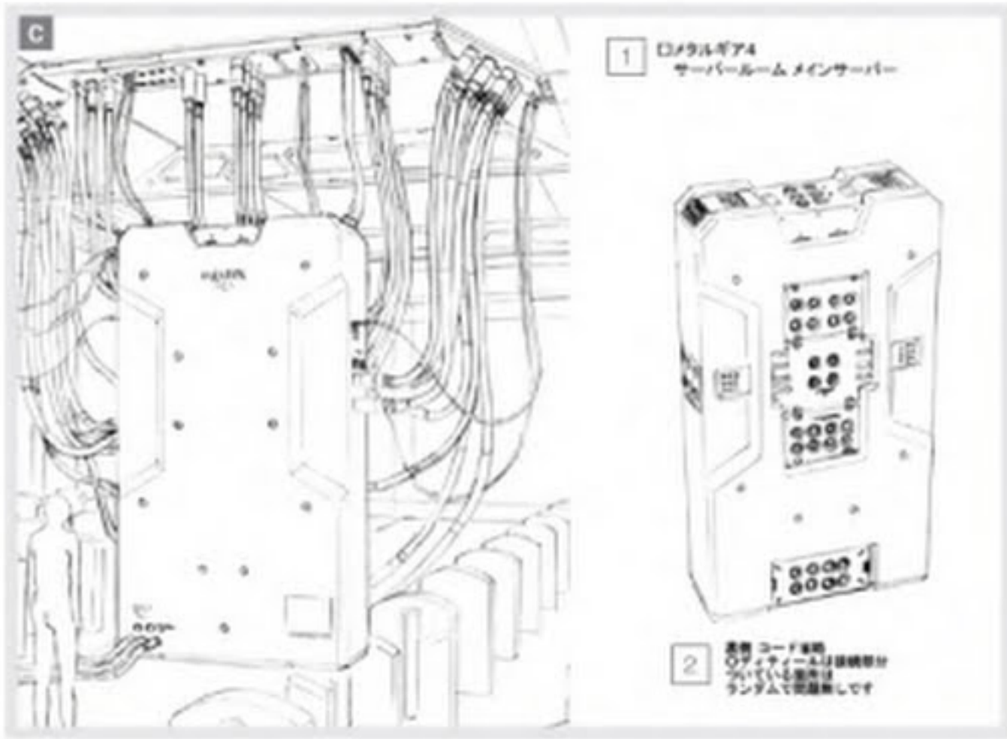

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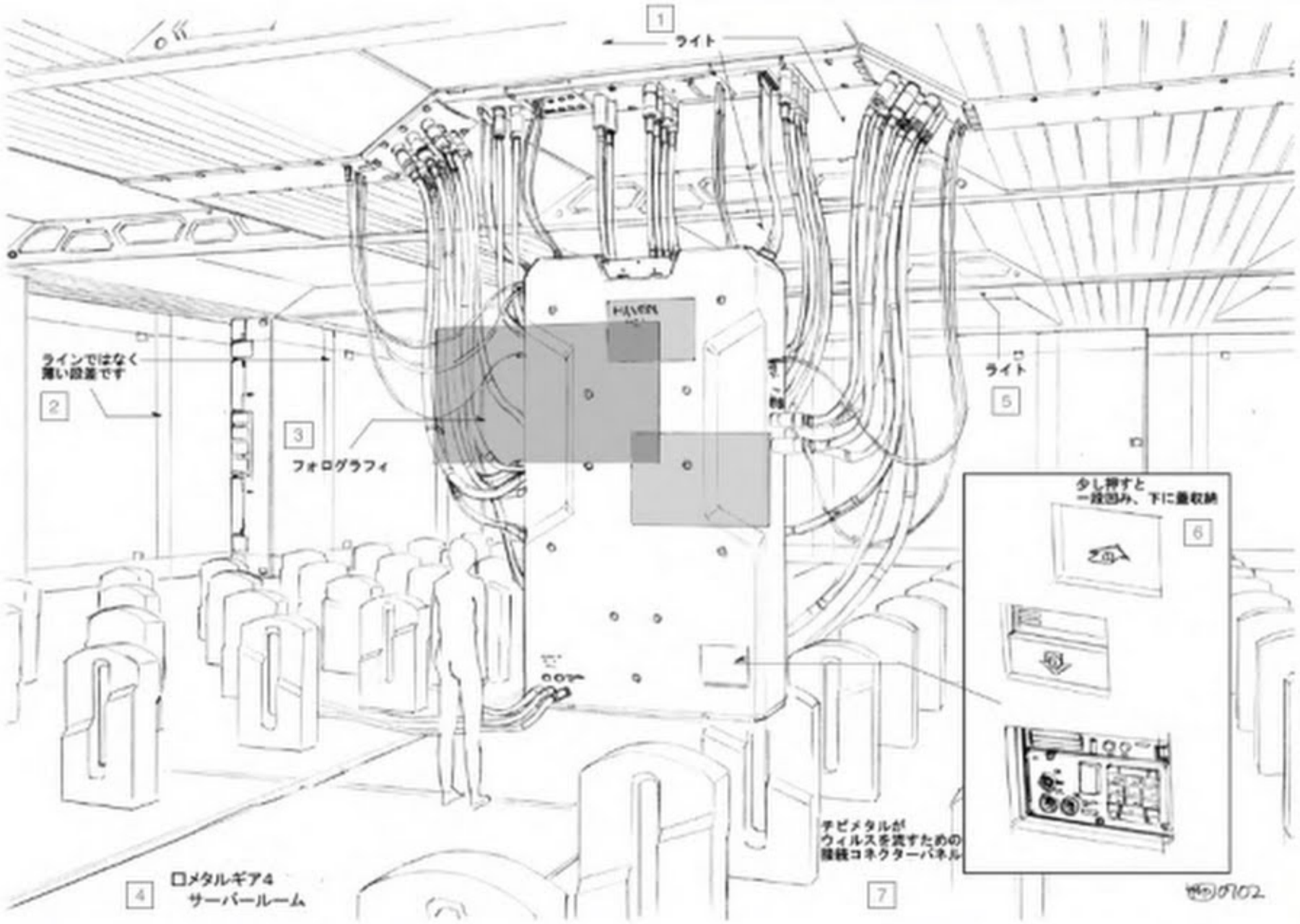


A
1. Small lighting, dimly lit passageway.
2. When a person gets near, a microwave terminal extends.
3. This line divides the regular passageway and the microwave passageway.
4. This bulkhead closes from the top.
5. This line divides the regular passageway and the microwave passageway.
6. *Metal Gear 4*—microwave passageway, rough version 3
7. Left and right symmetry.

B
1. *Metal Gear 4*—computer server room, headstone
2. The program details scroll from the bottom up on the hologram ring.
3. Supercomputer, matte black surface, interior red light
4. Back
5. Hologram ring omitted

C
1. *Metal Gear 4*—computer server room, main server
2. Cords on back omitted. Circular details are the connection points. Random placement okay.

D
1. Light
2. Not a straight line, slight gradation
3. Hologram
4. *Metal Gear 4*—server room
5. Light
6. Lightly push for door to drop down.
7. "Chibi metal" provides joining connector panel virus protection.

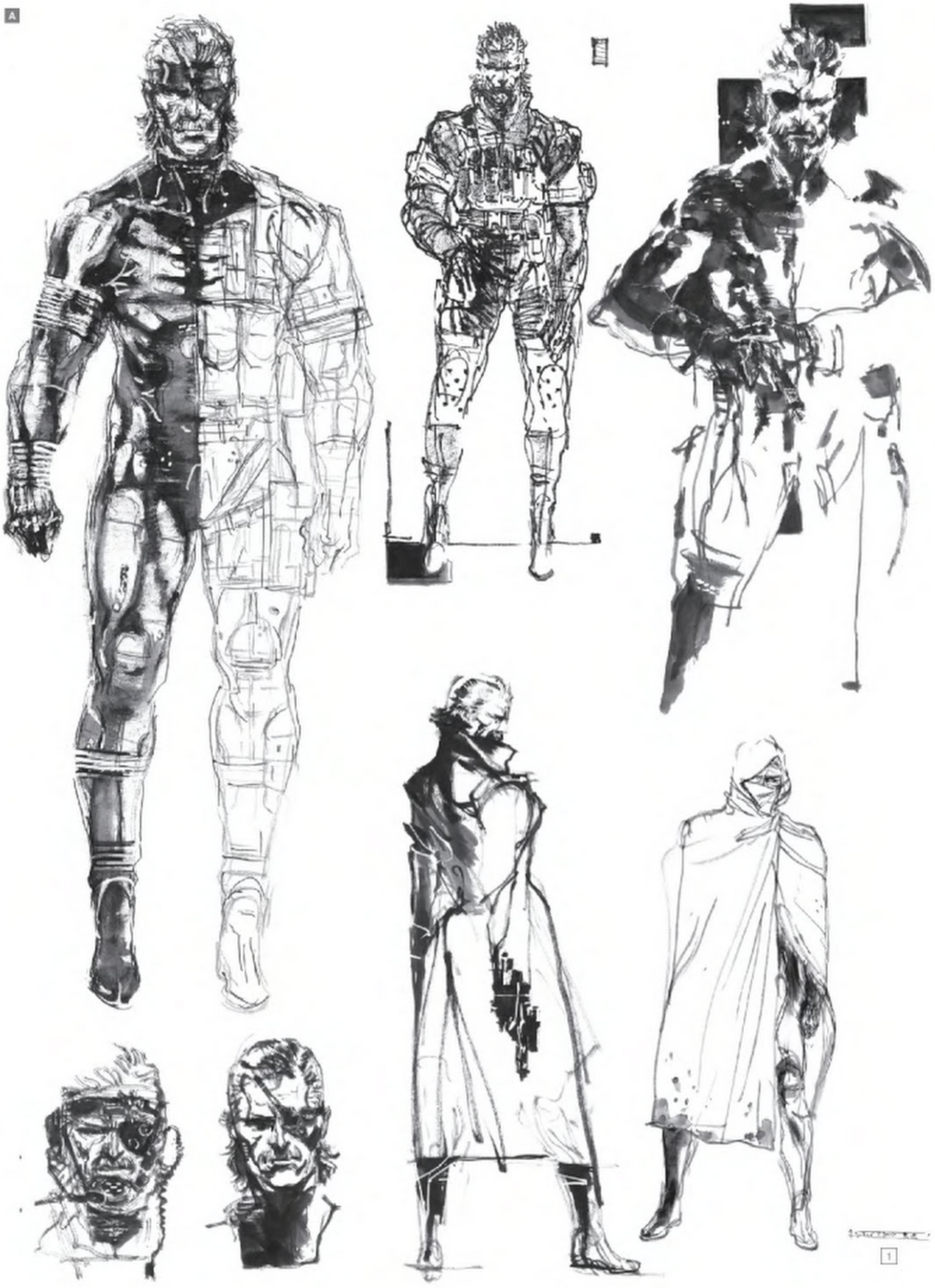
Матеріал, захищений авторським правом

ROUGH SKETCHES

Snake

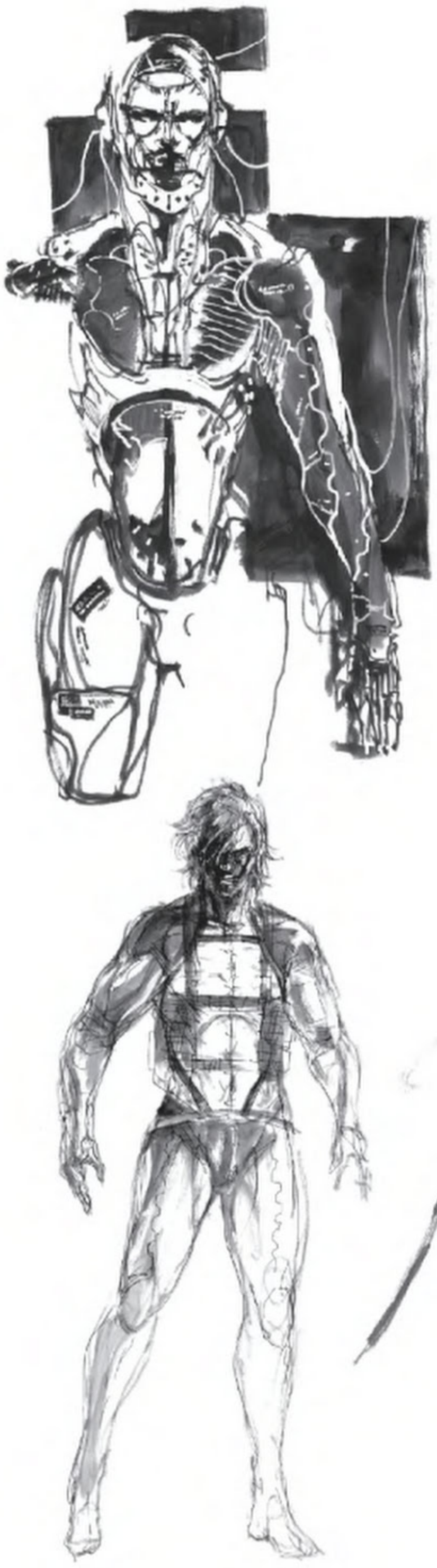
Матеріал, захищений авторським правом

A



A 1. Solid Snake, soldier

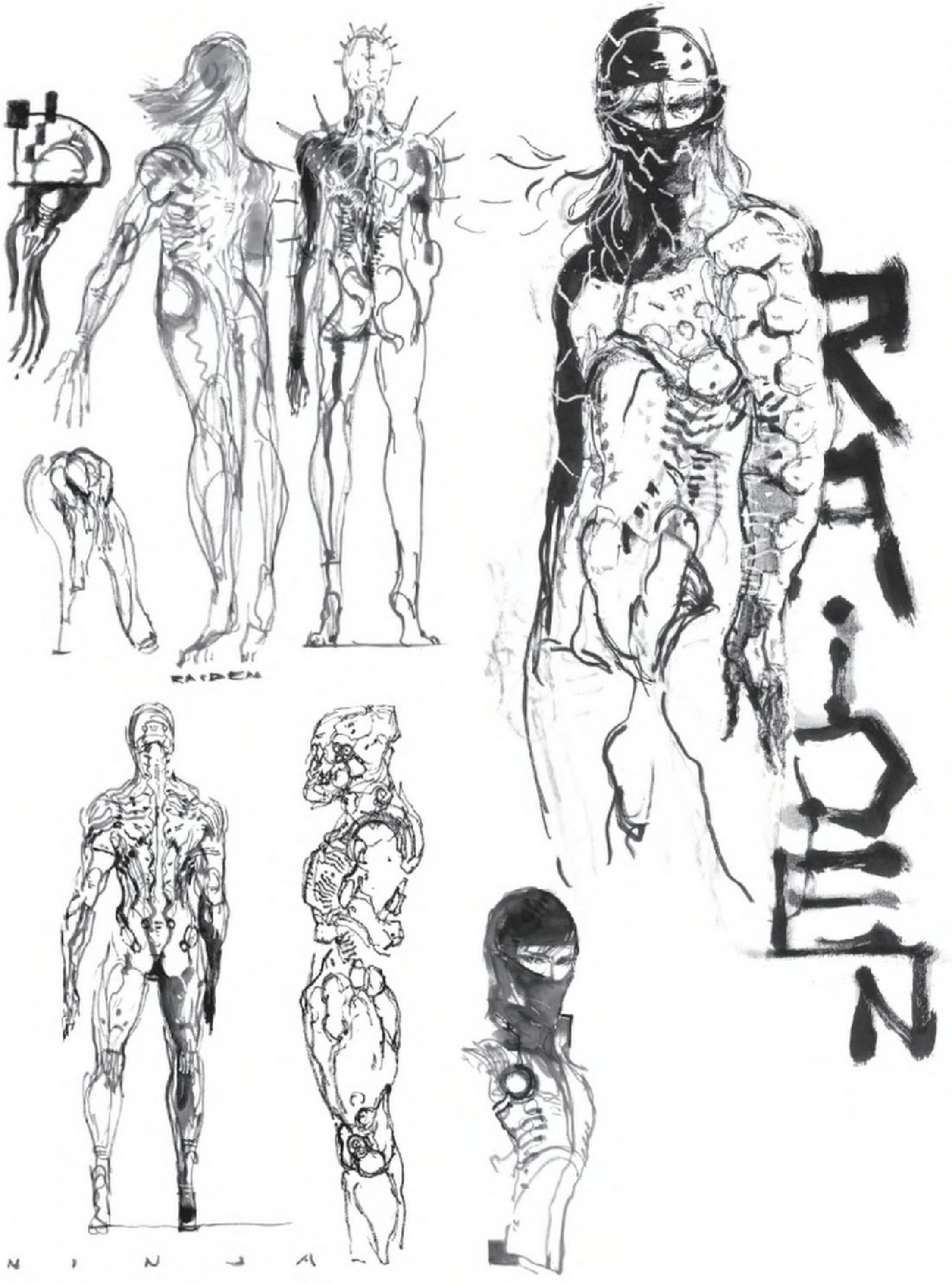
Матеріал, захищений авторським правом



Raiden

RAIDEN

Матеріал, захищений авторським правом



Матеріал, захищений авторським правом

Eva

Meryl

Матеріал, захищений авторським правом

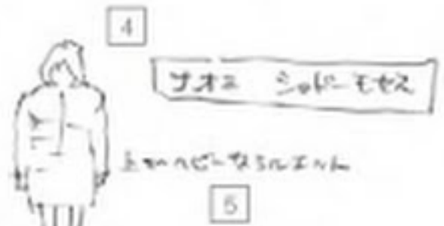
Sunny

A 1. Sunny, similar to Little Red Riding Hood
2. Bollé tactical anti-onion goggles
3. Chupa Chups in pockets
4. Ladle, spatula

Матеріал, захищений авторським правом

ROUGH SKETCHES

Naomi



A 1. Image
2. Top and bottom different color
3. • Long boots
• Tight pants
• White coat (might show bloodstains?)
• Gloves, pants, boots, all black
4. Naomi, Shadow Moses
5. Full torso silhouette

Матеріал, захищений авторським правом

A

A 1. Naomi, rough sketch

Матеріал, захищений авторським правом

Drebin

Матеріал, захищений авторським правом

Vamp

Матеріал, захищений авторським правом

Adam (Unpublished)

Snakeman (Unpublished)

Матеріал, захищений авторським правом

A

1

2

Soldiers

A 1. Rat Patrol Team
2. Rat Patrol Team

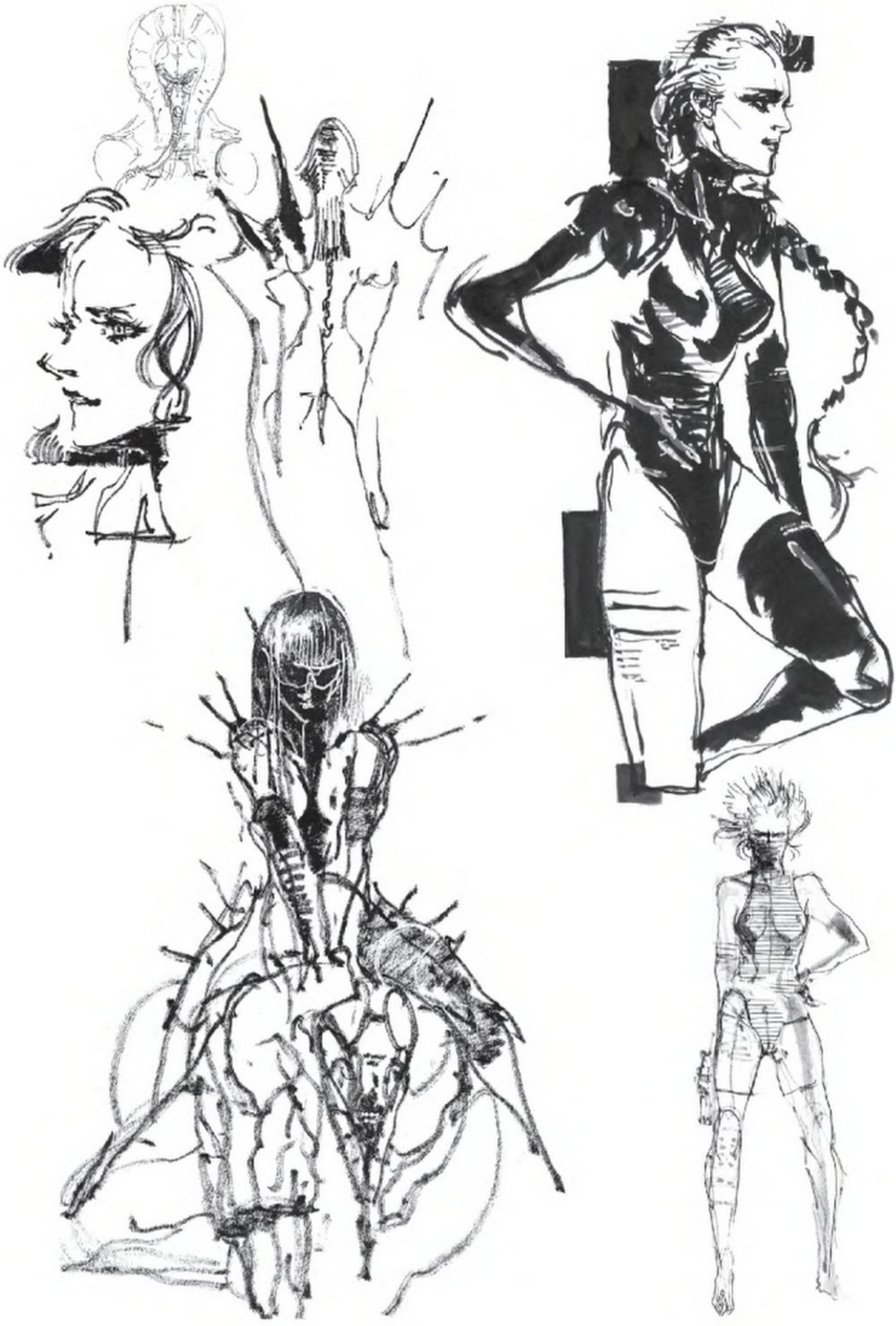
Матеріал, захищений авторським правом

Beauty

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом



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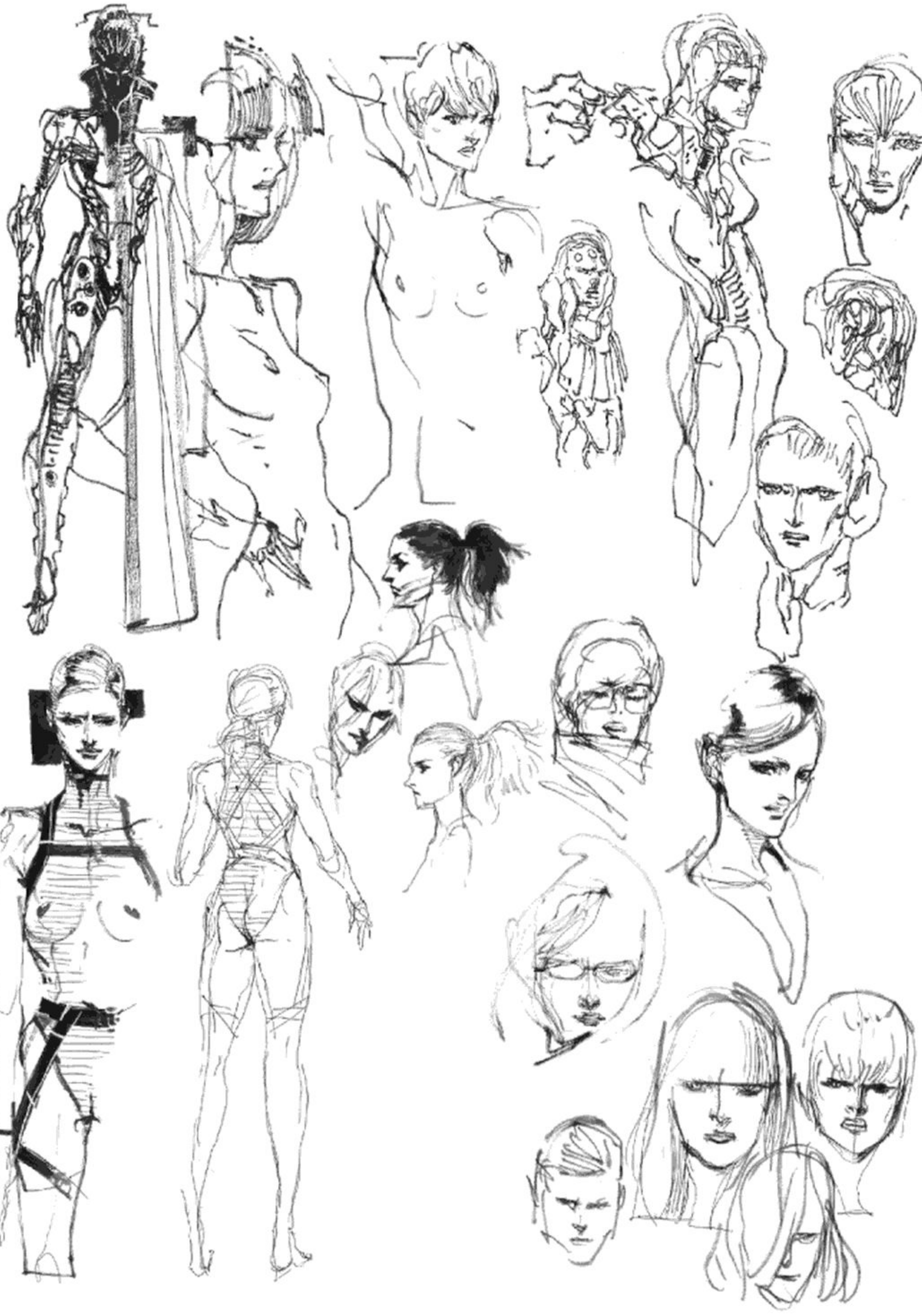


Матеріал, захищений авторським правом

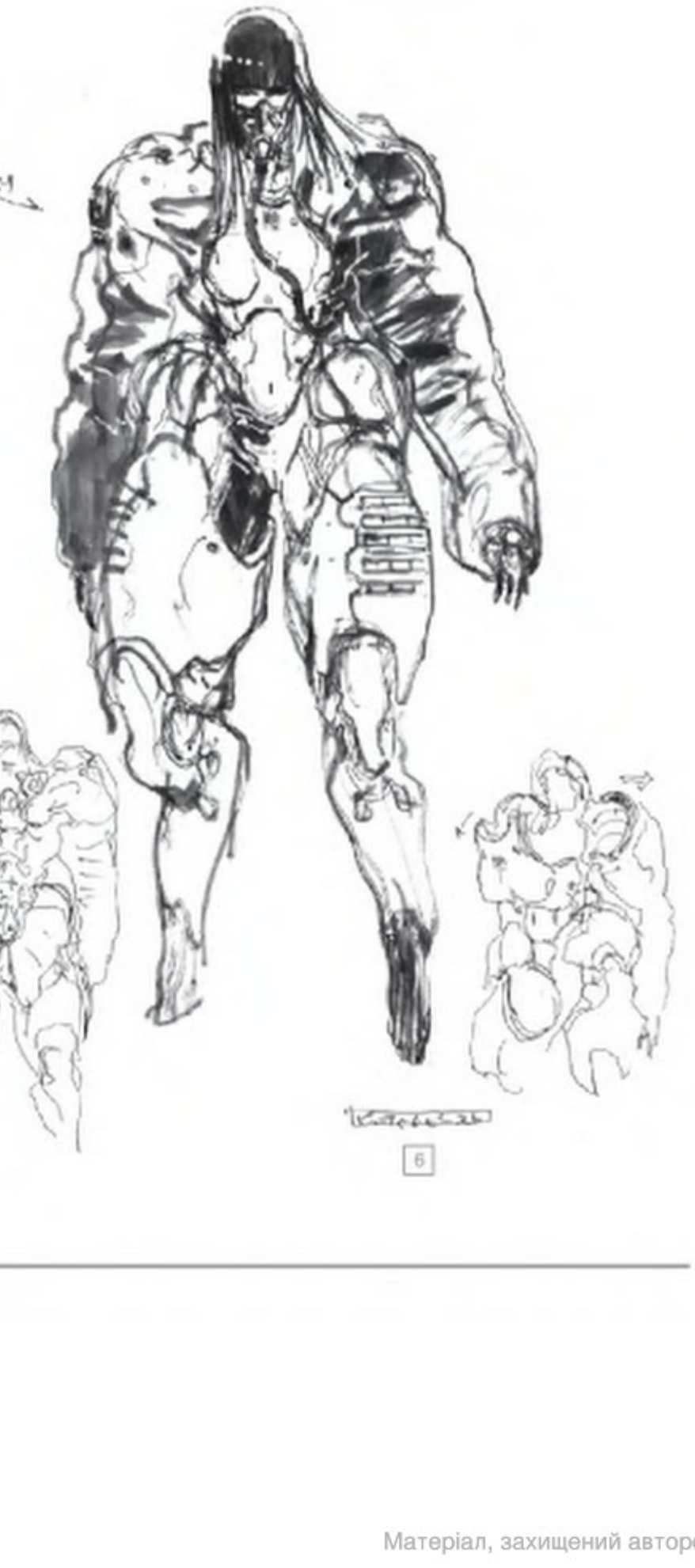
Матеріал, захищений авторським правом

A Beast

A 1. Artificial leg

Матеріал, захищений авторським правом

A



A 1. Beauty and the Beast
2. Beauty soldier
3. Each Beauty has her own suit and Metal
4. Affiliation badge
5. Beauty and the Beast
6. Beauty and the Beast

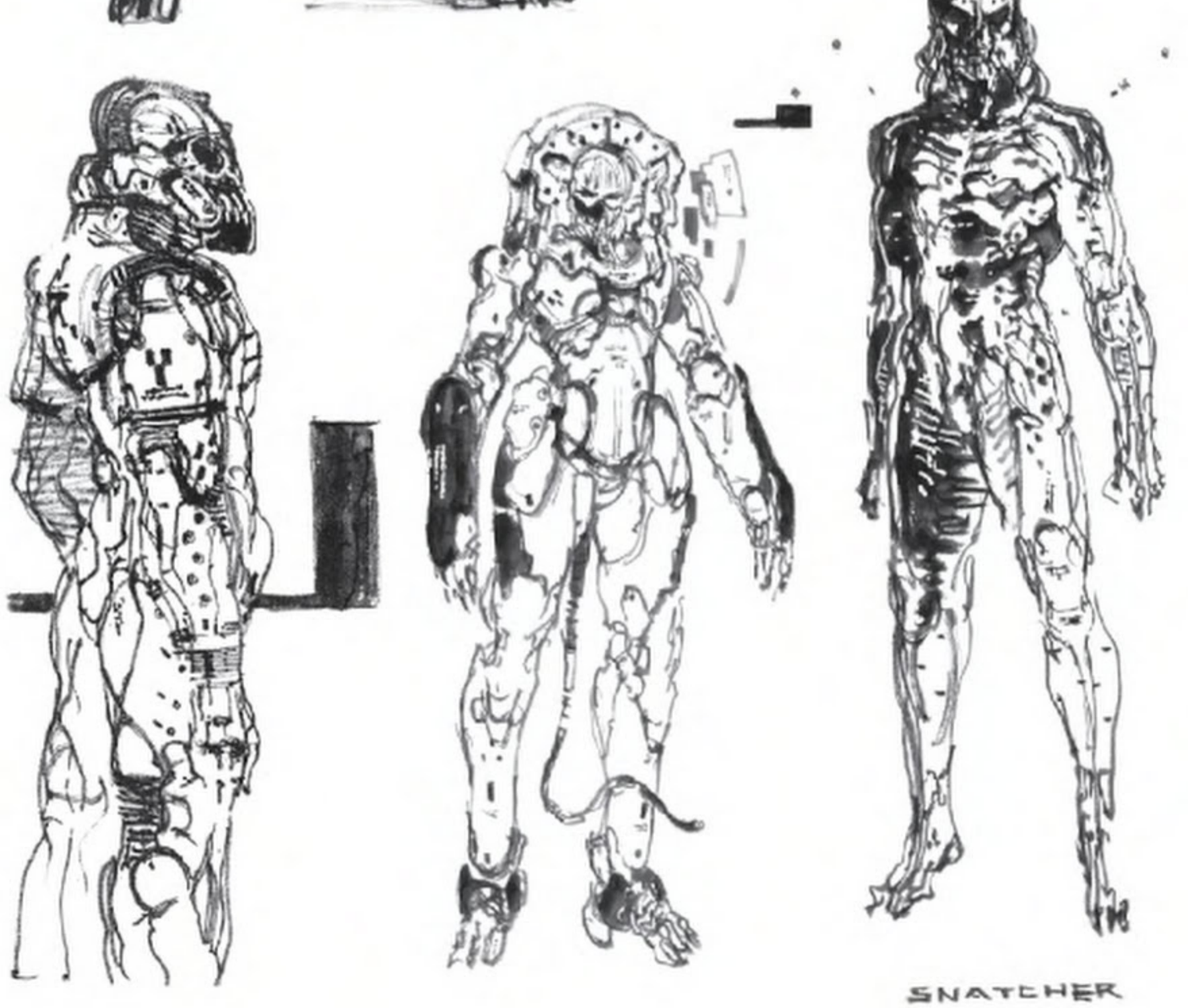
Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

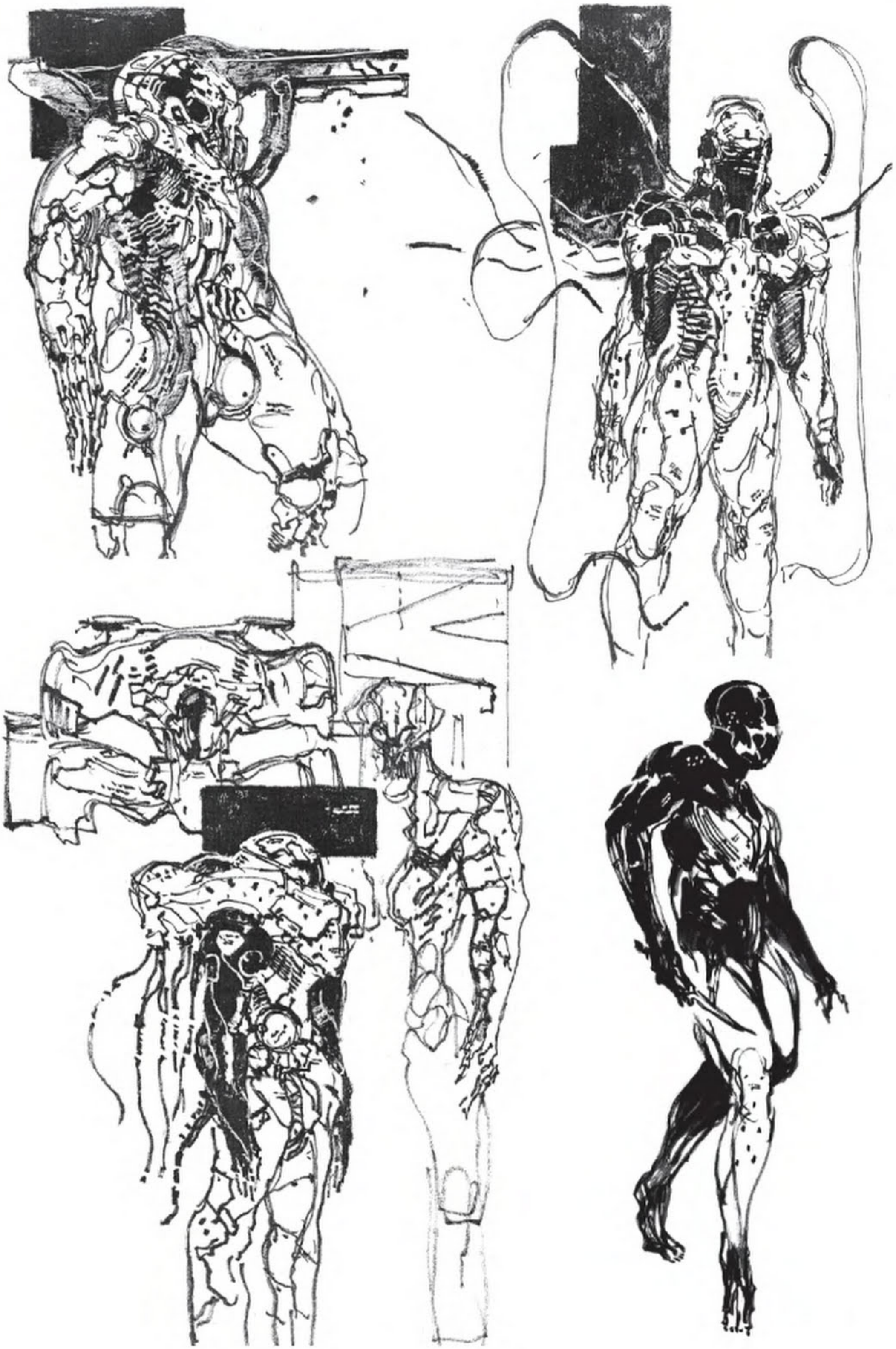
A

Haven Trooper



A 1. Assault rifle
2. Knife
3. 40 mm automatic grenade launcher
4. Person
5. Beauty and the Beast unit—size comparison
6. Has a tail-like connector . . . When necessary, he can plug himself in for maintenance.
7. Top of head moves up and down.

Матеріал, захищений авторським правом



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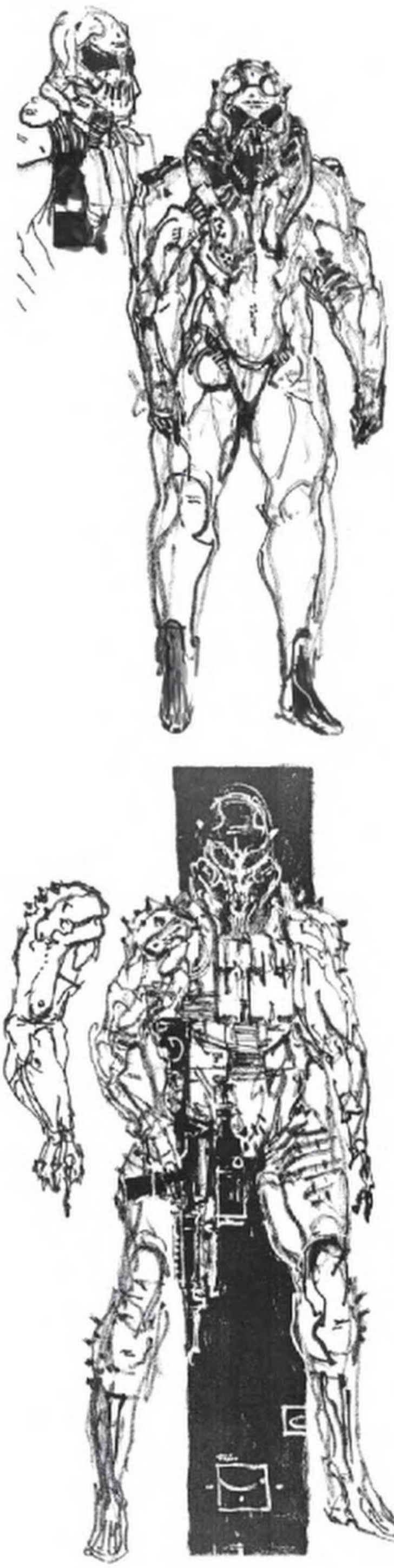
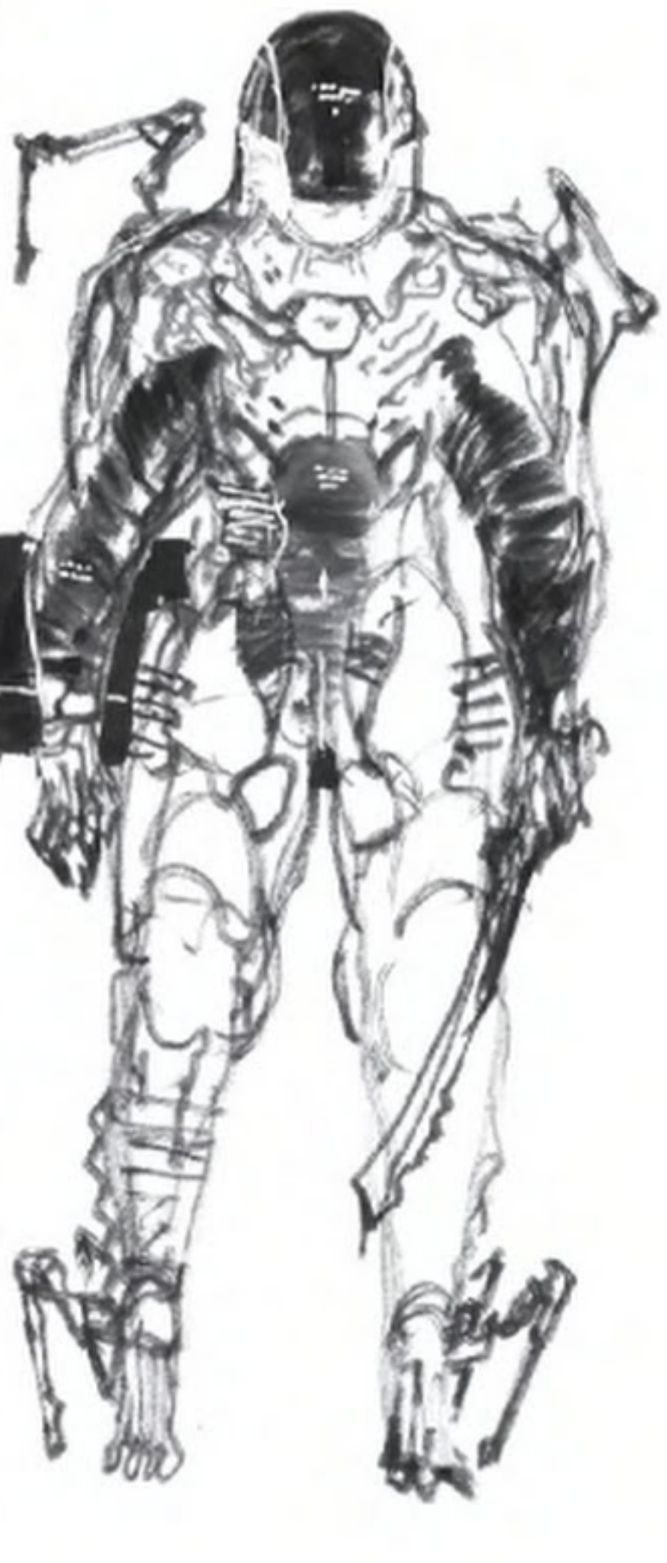


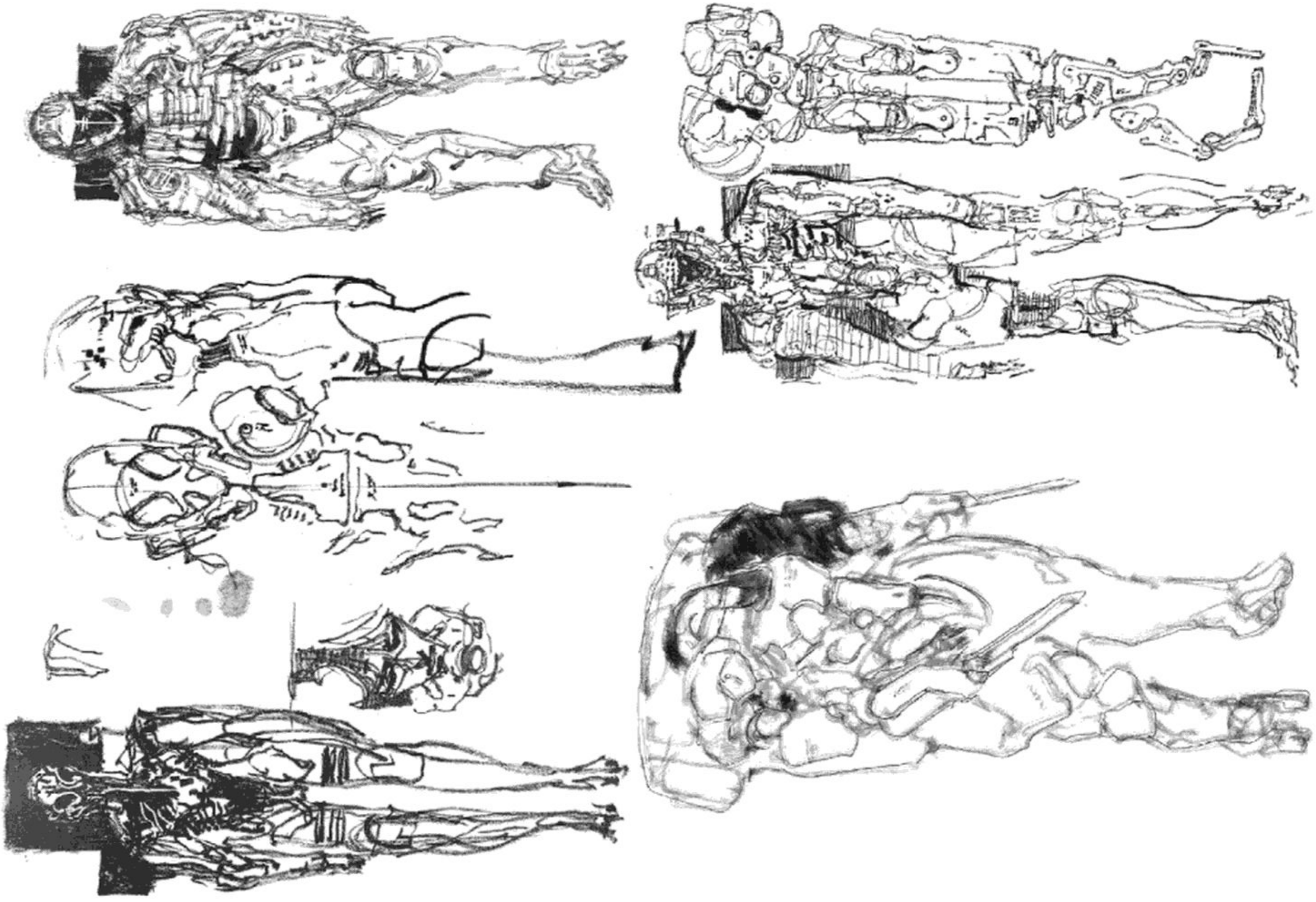


Матеріал, захищений авторським правом

A

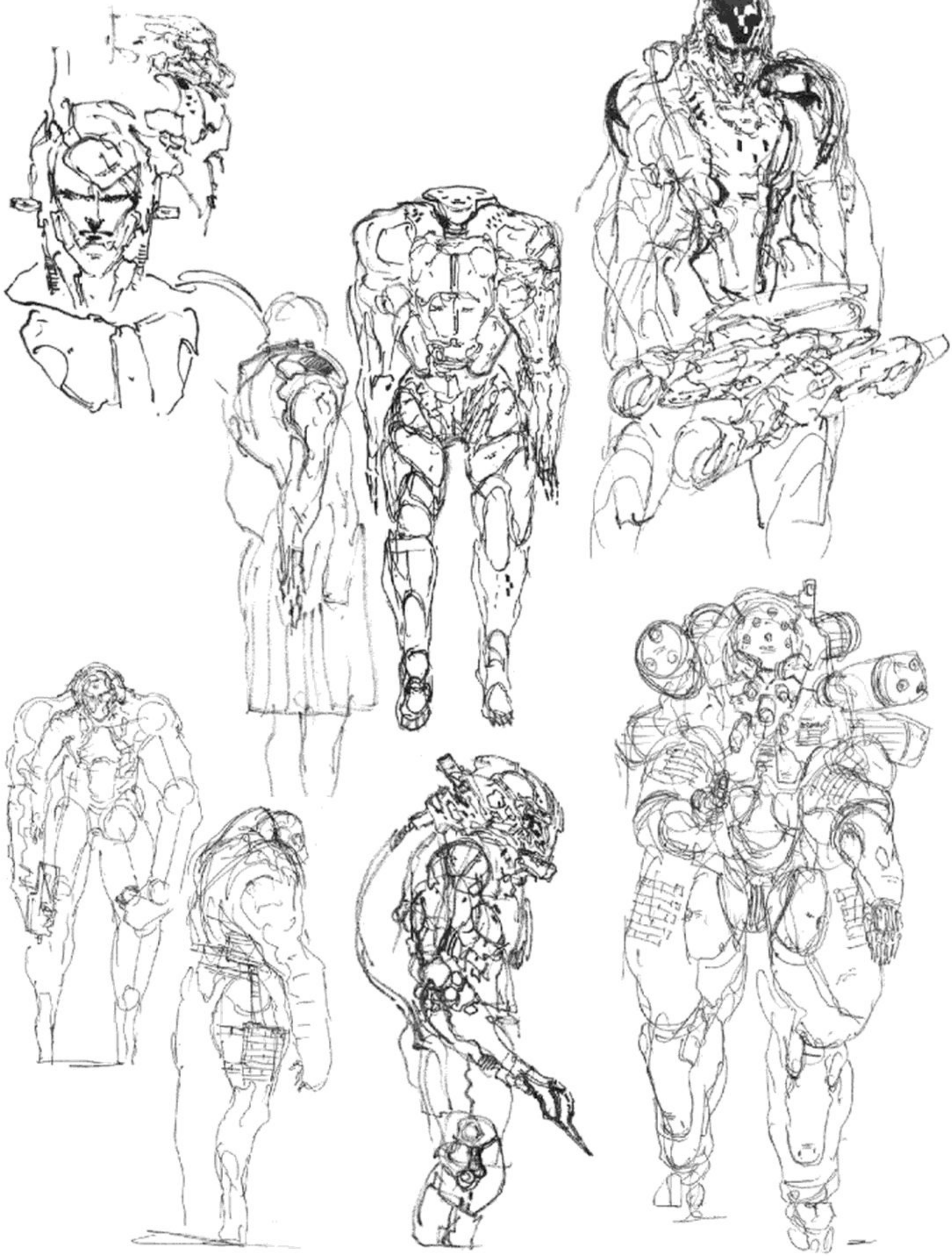
A 1. Heavy helmet. Same as Beauty and the Beast unit?
2. Something more ordinary might be better.
3. Outer Haven trooper. Powered suit pants have characteristics similar to Vamp's.

Матеріал, захищений авторським правом



ROUGH SKETCHES

Матеріал, захищений авторським правом



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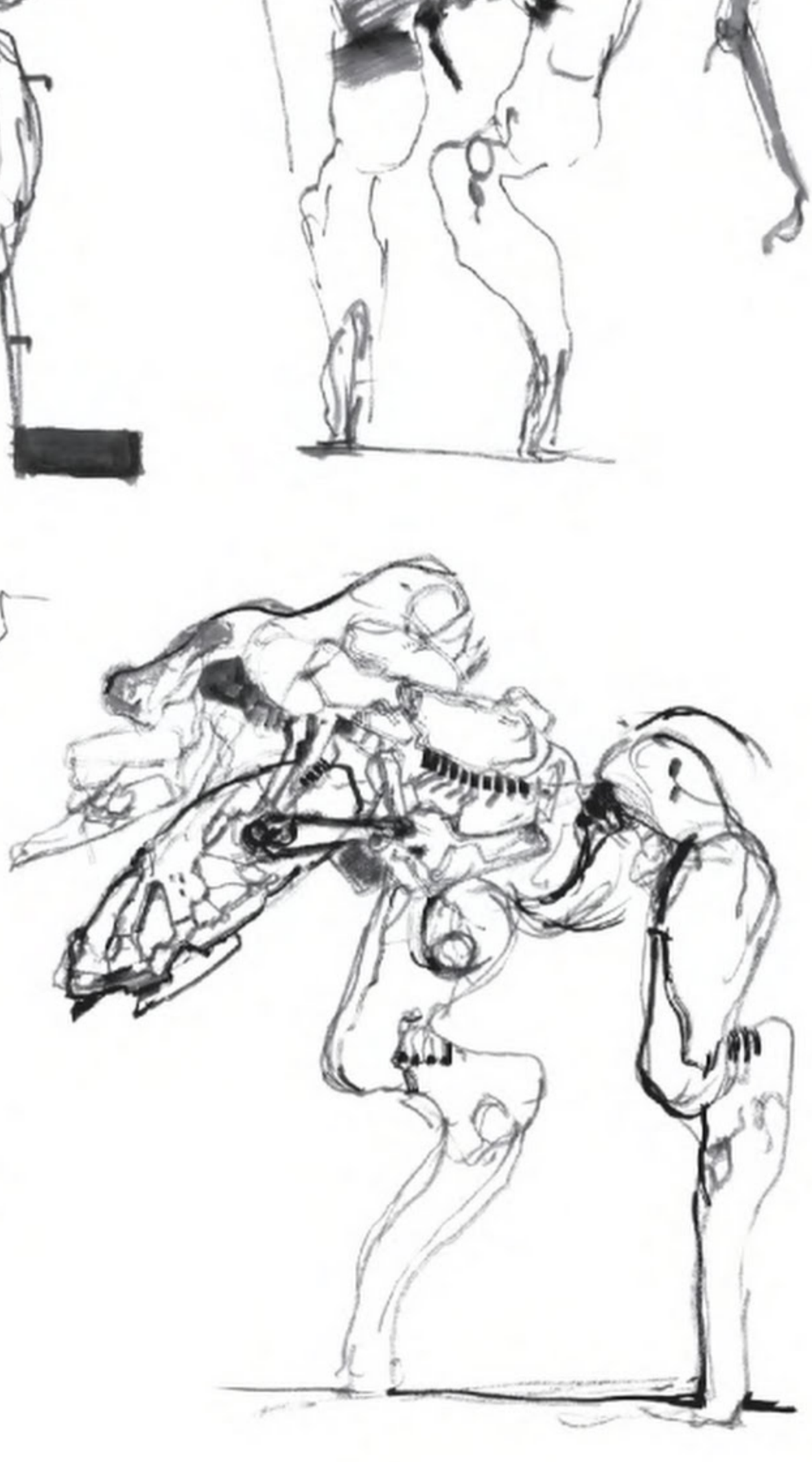

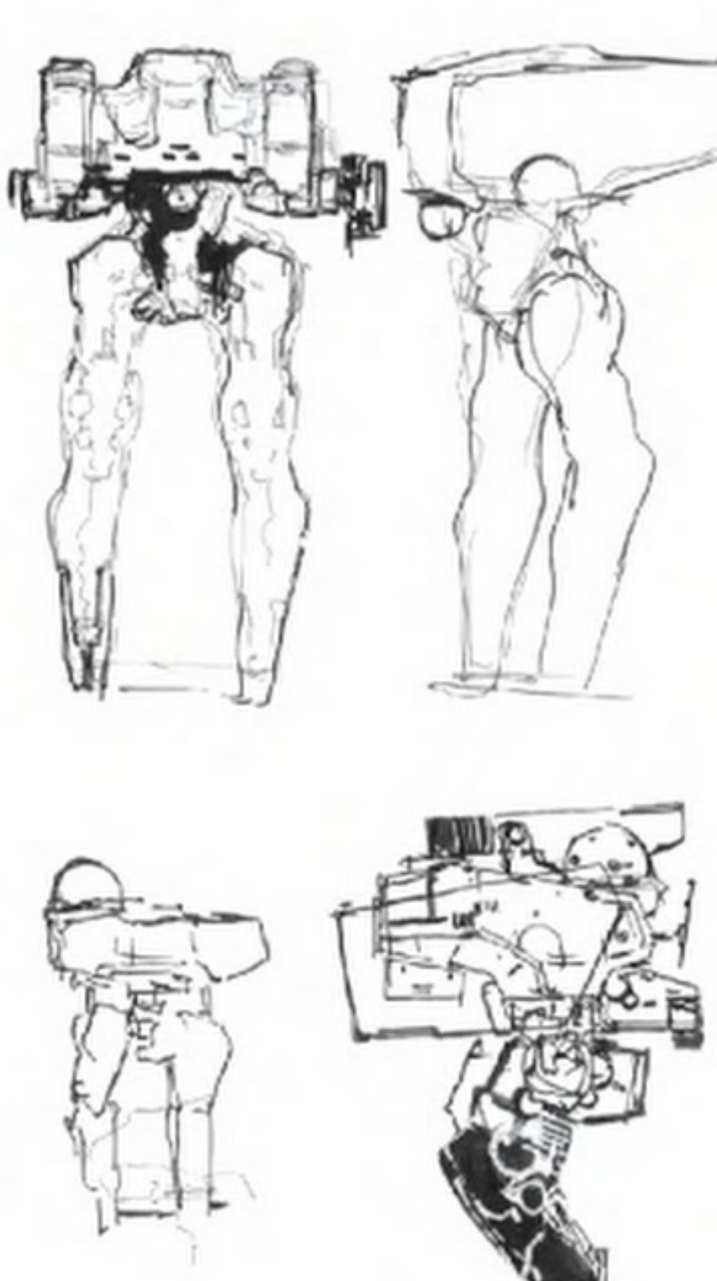

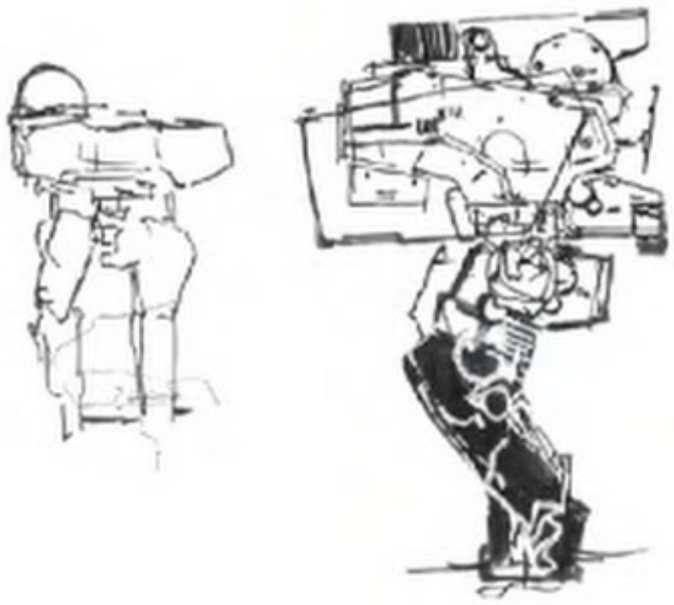

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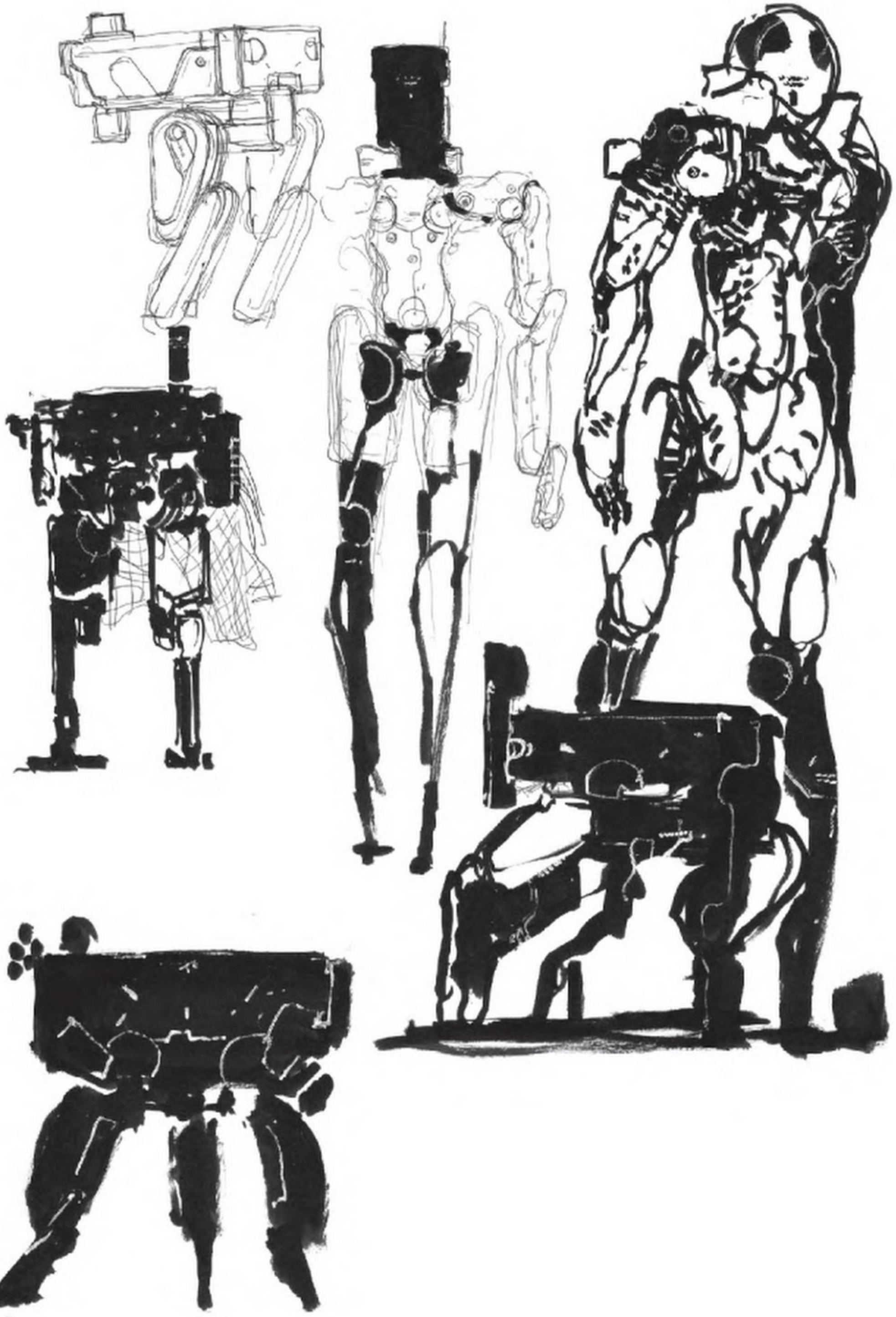
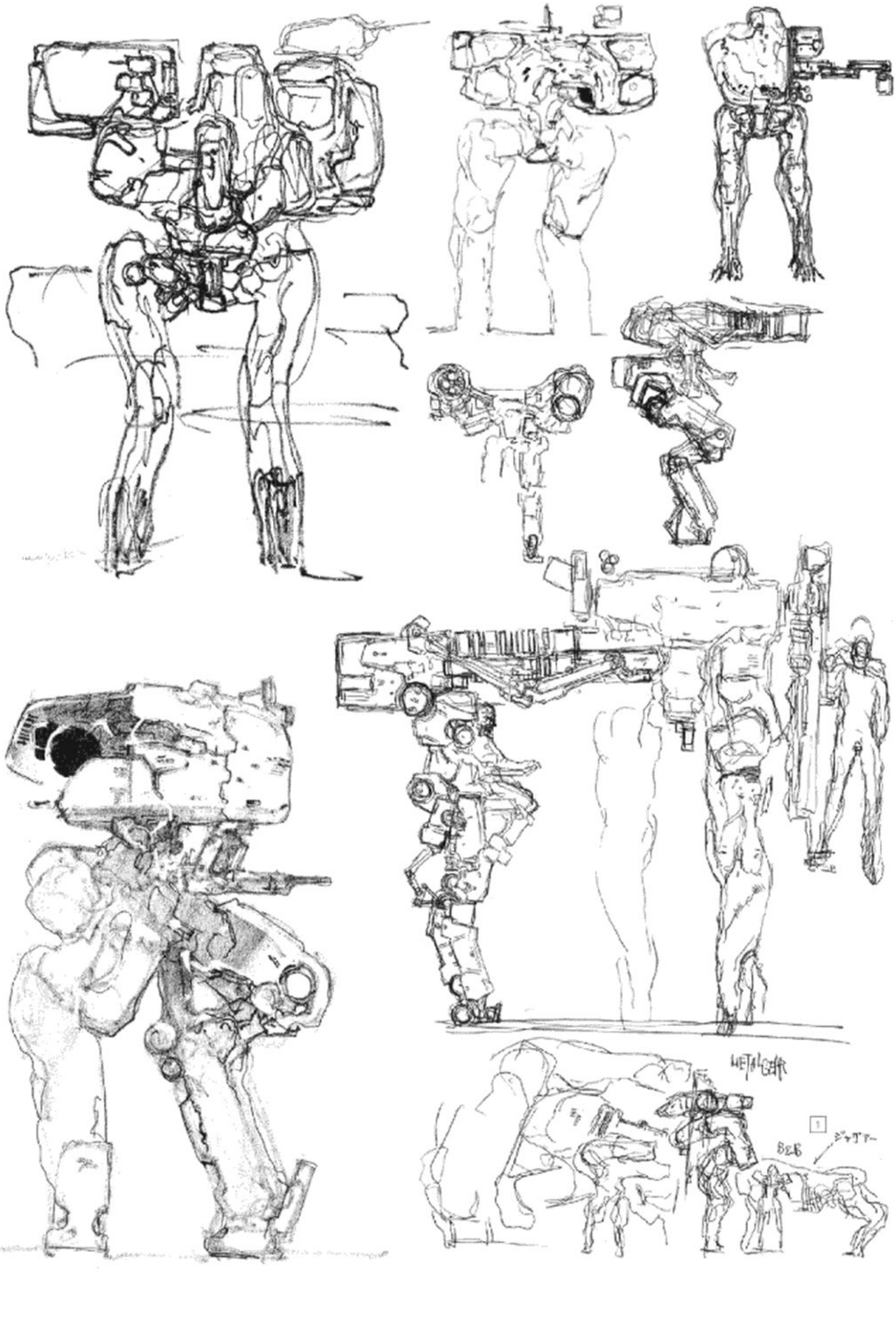


Матеріал, захищений авторським правом

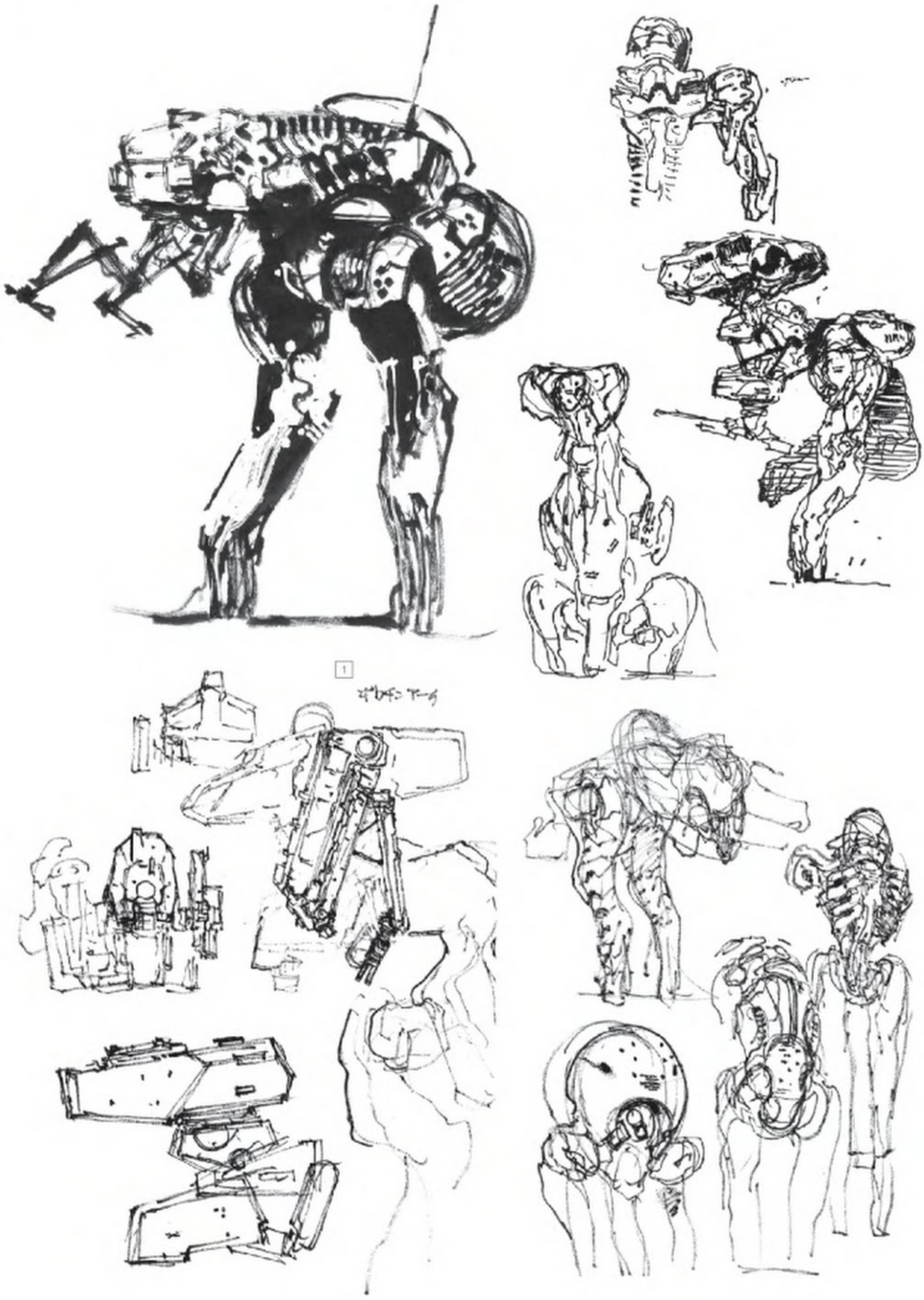
A



A 1. Jaguar

Матеріал, захищений авторським правом

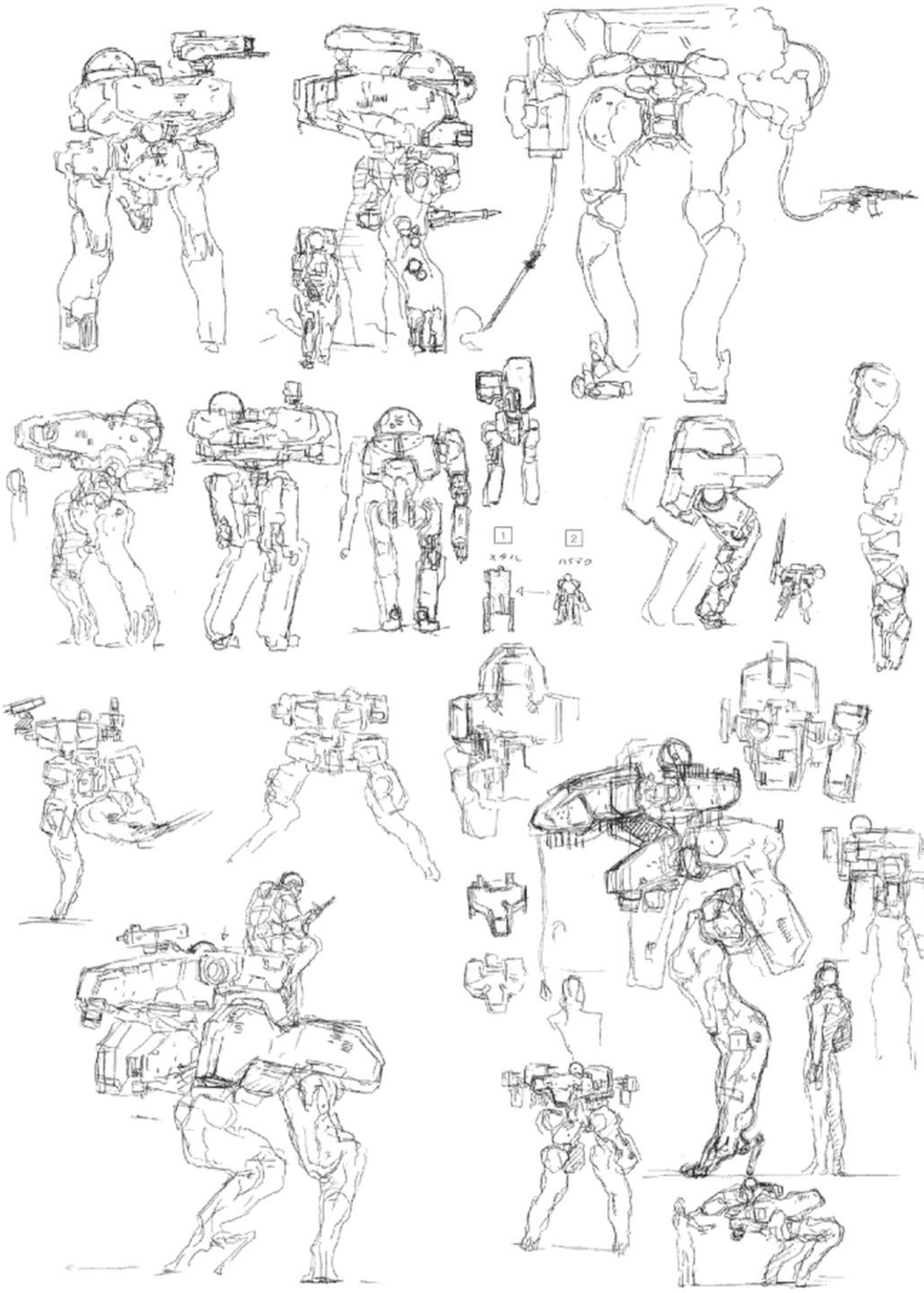
A



A 1. Guillotine arm

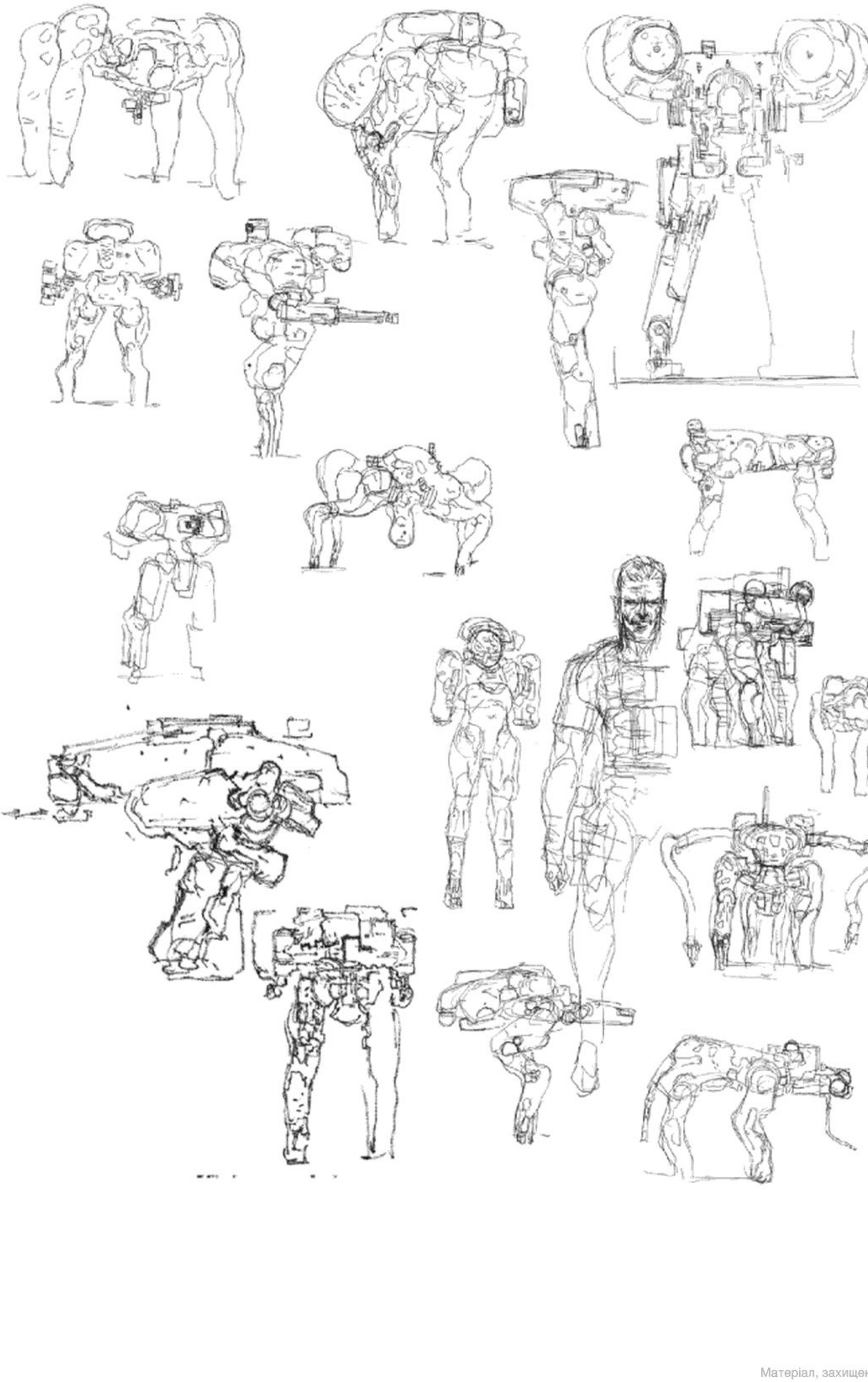
Матеріал, захищений авторським правом

A



A 1. Metal
2. High tech

Матеріал, захищений авторським правом



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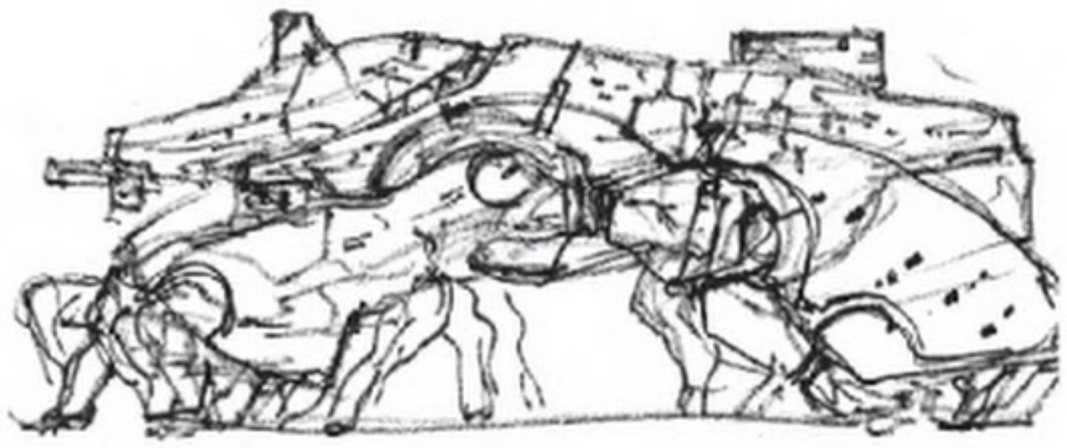

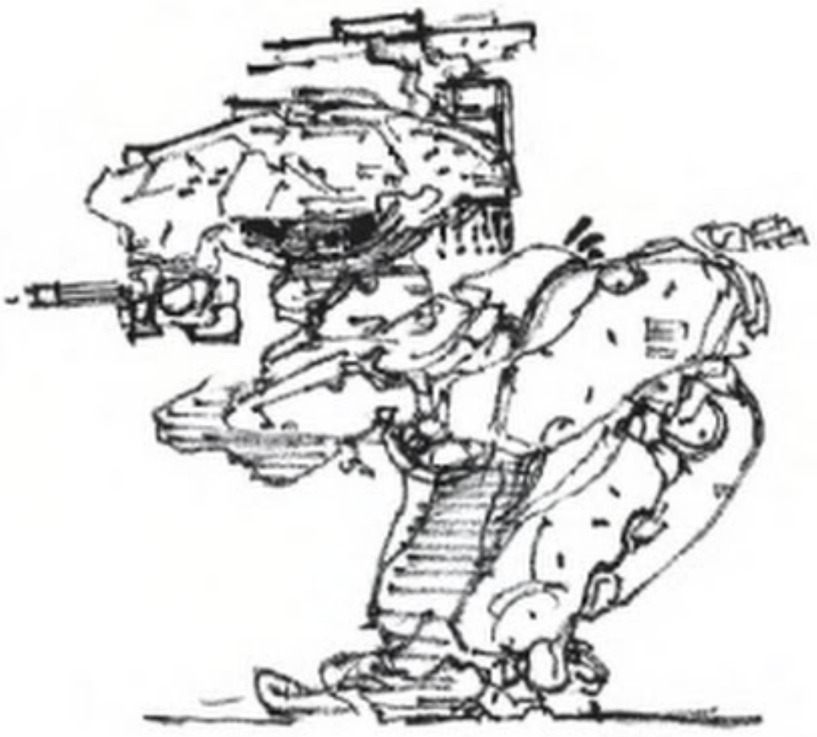

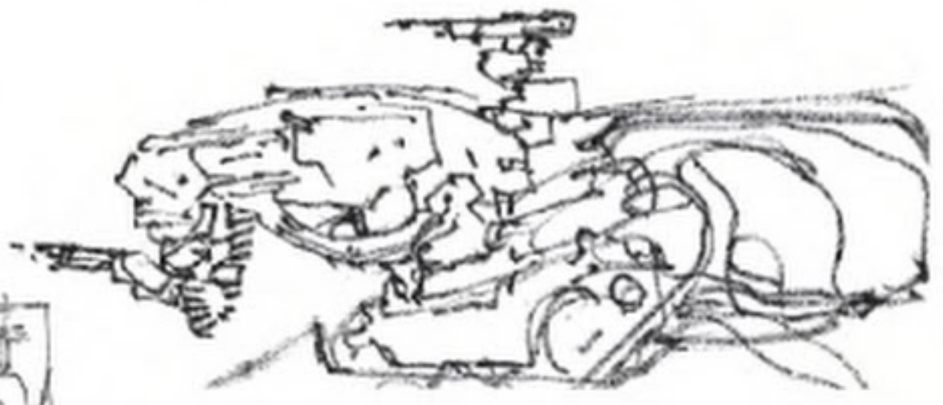

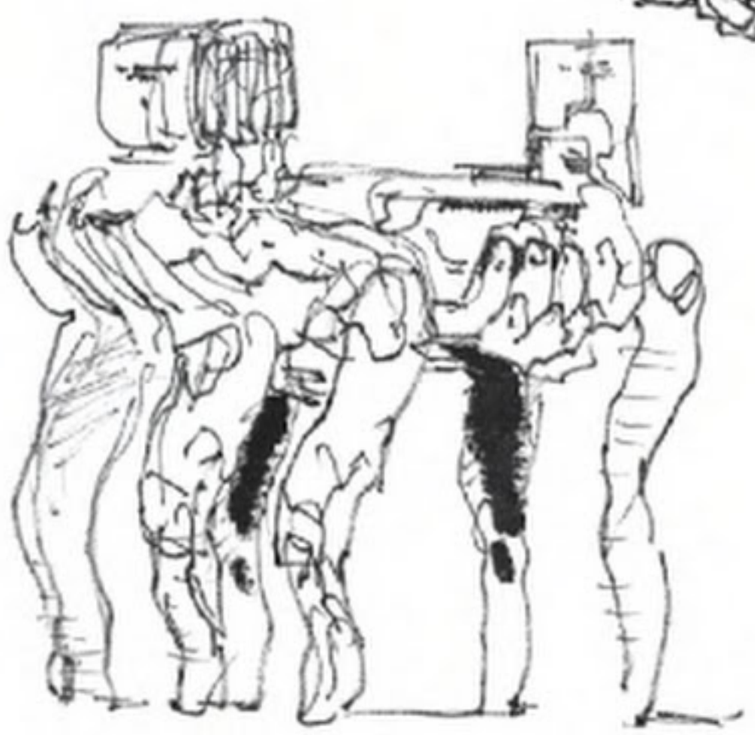

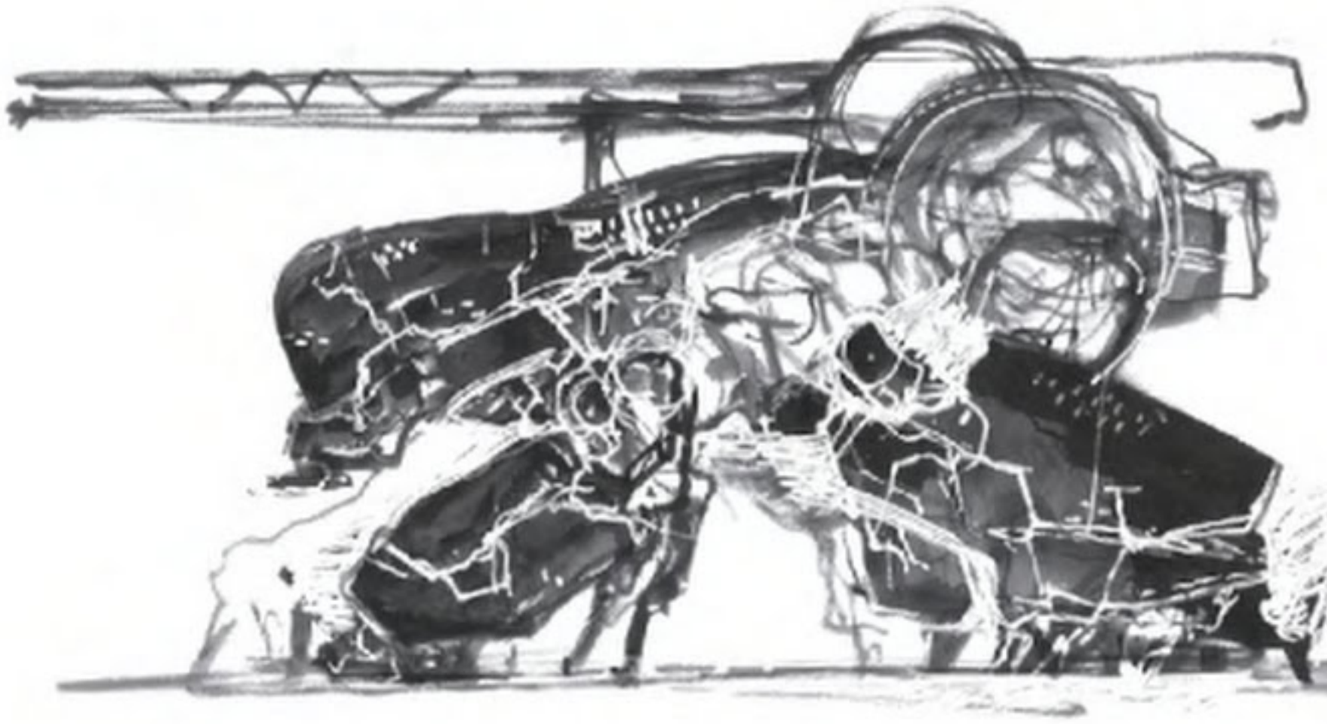

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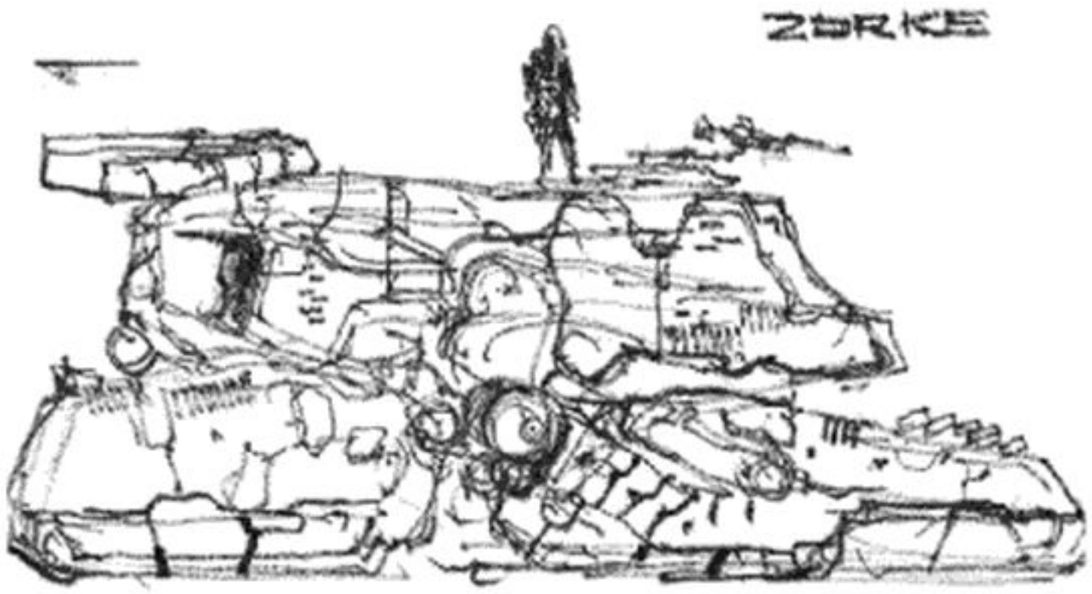

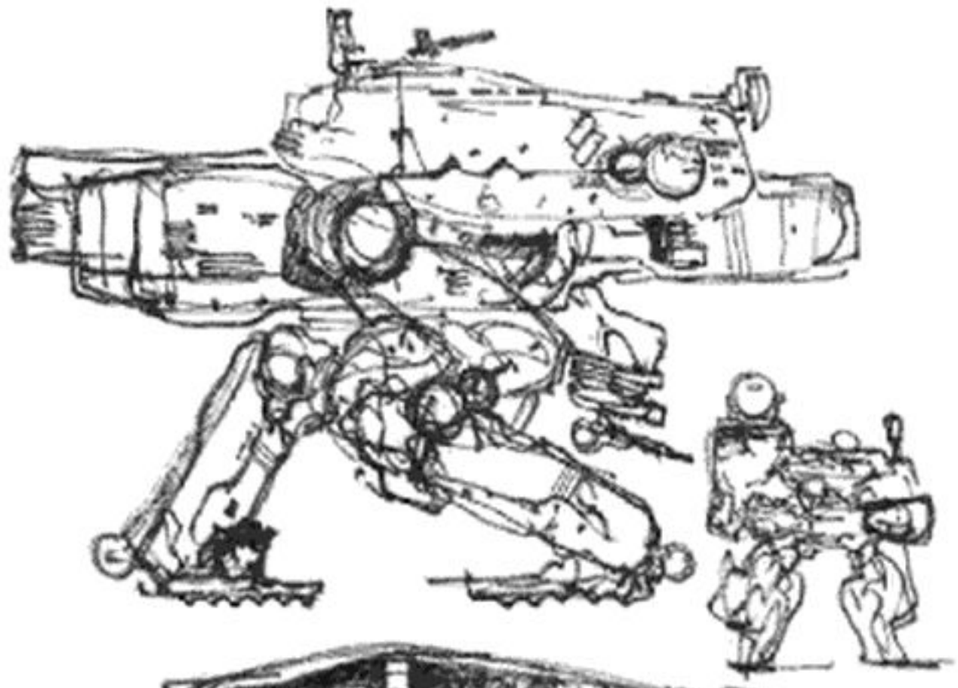

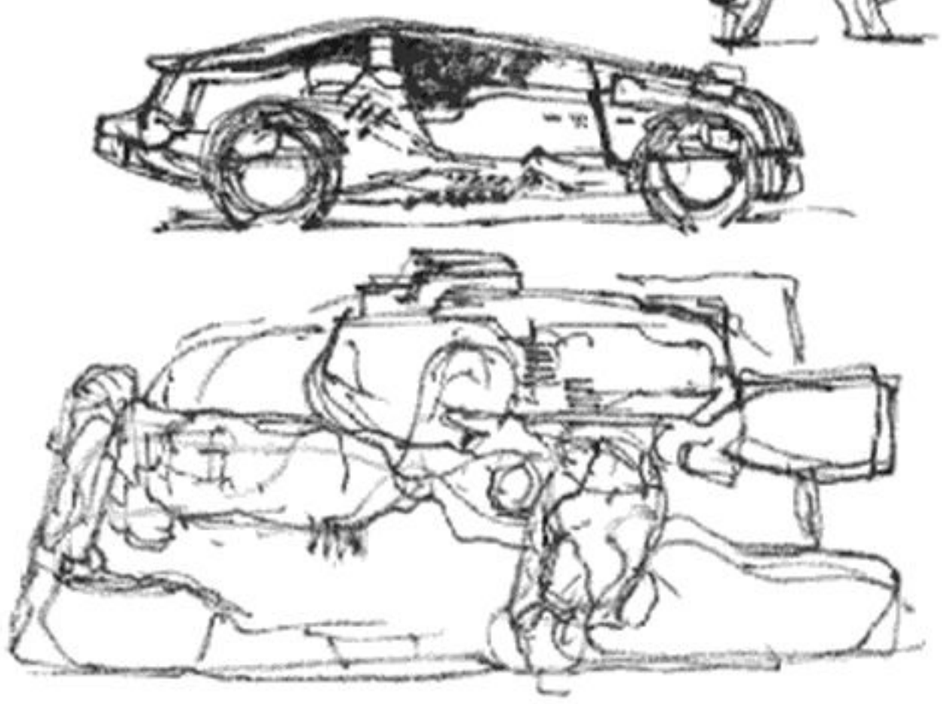

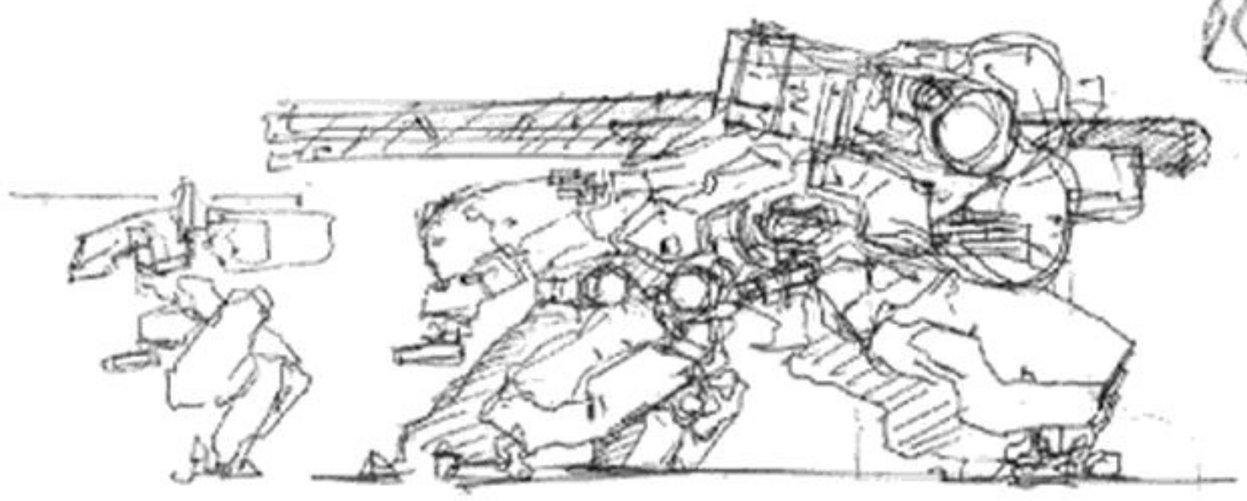

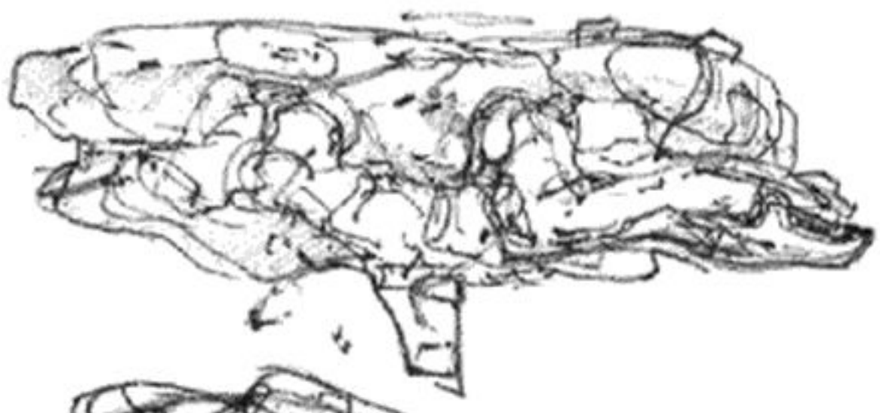

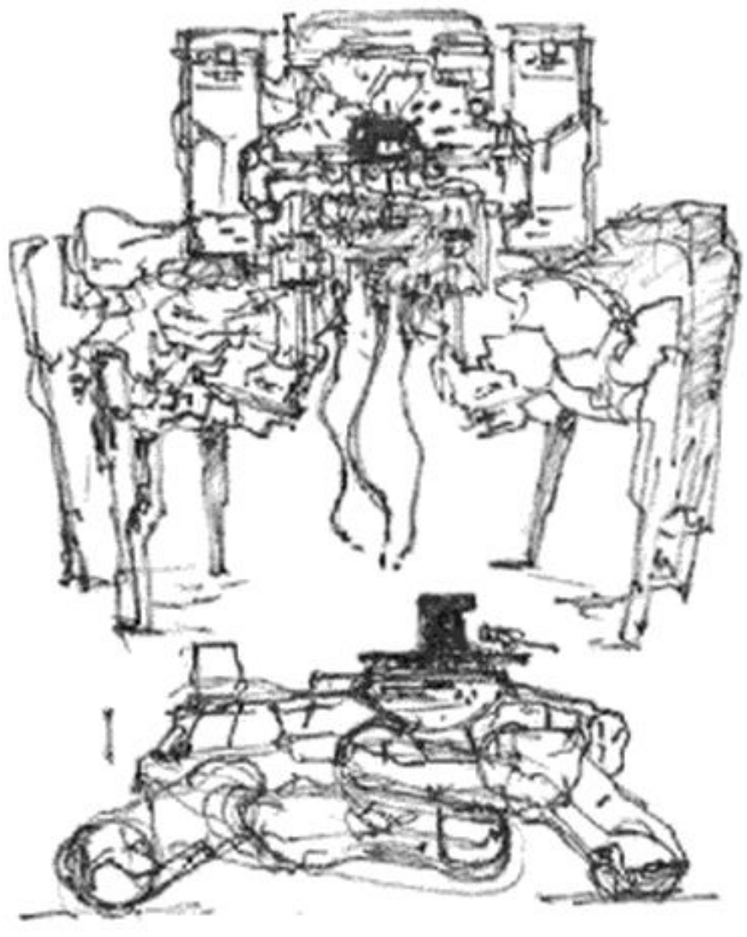

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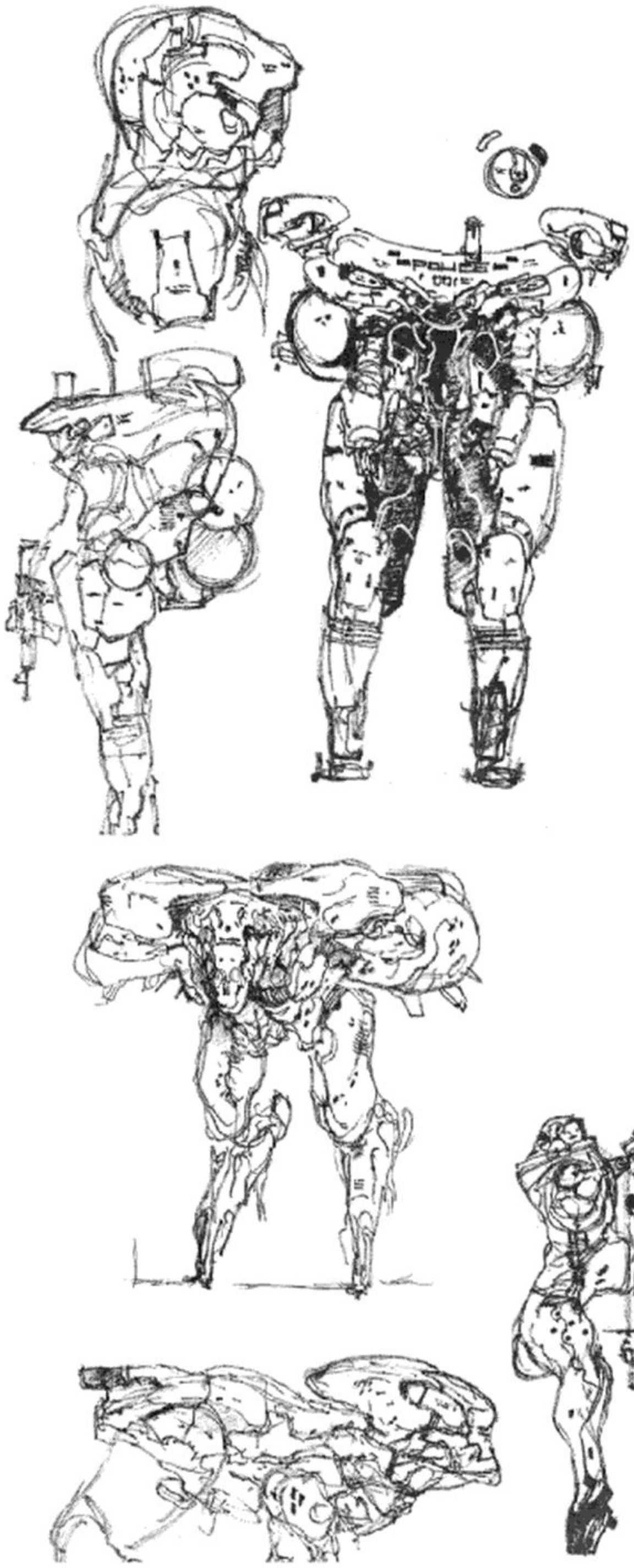

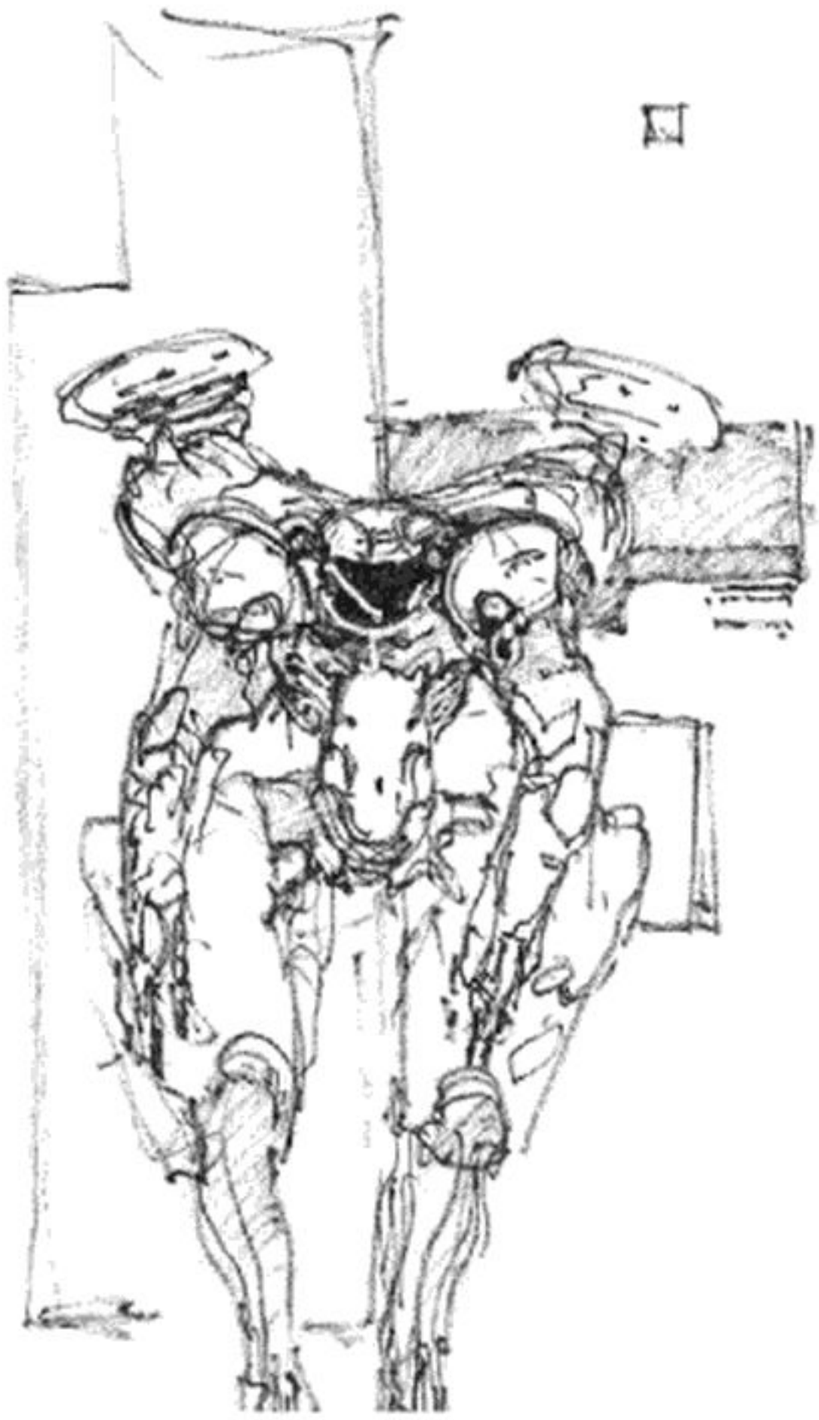

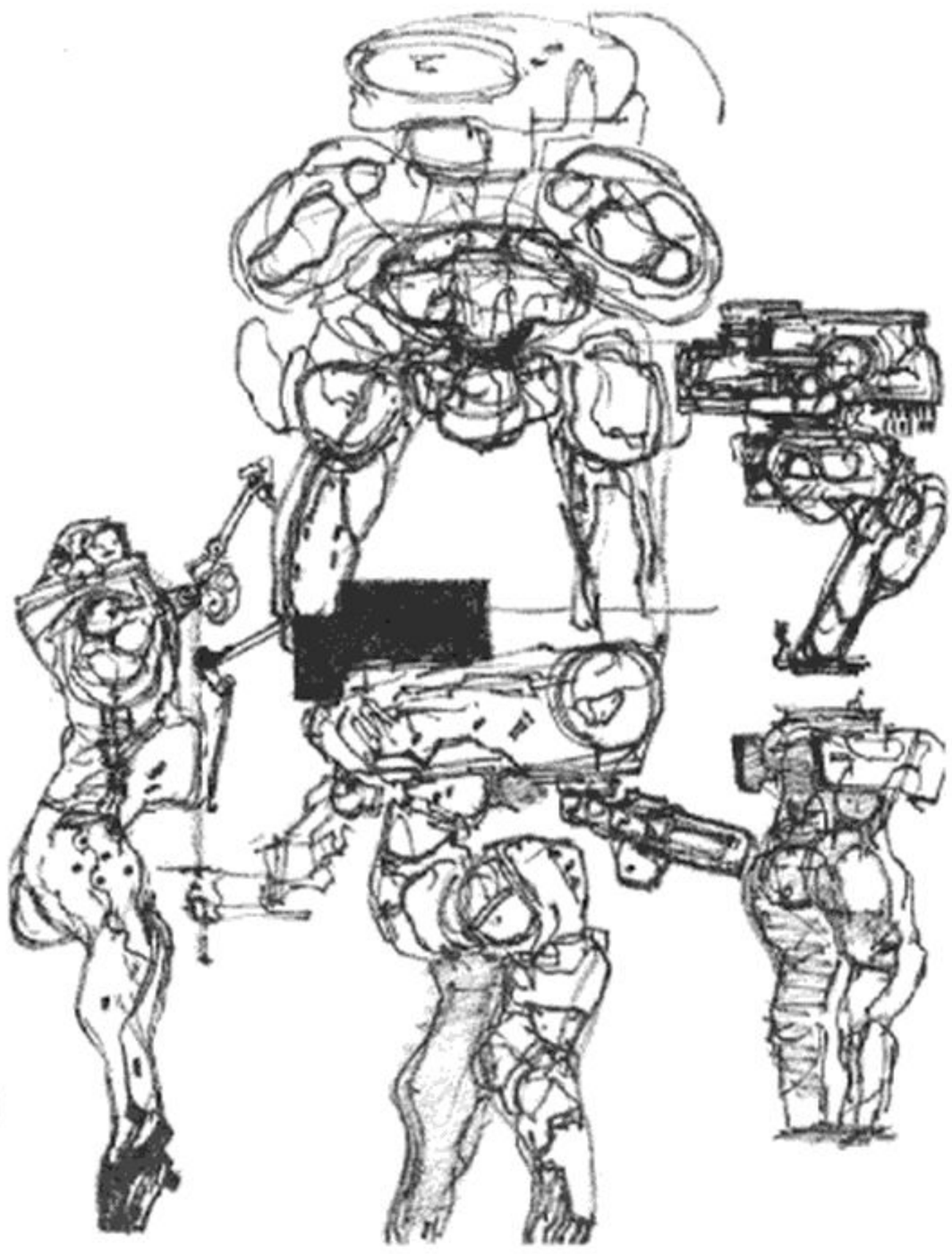

Матеріал, захищений авторським правом

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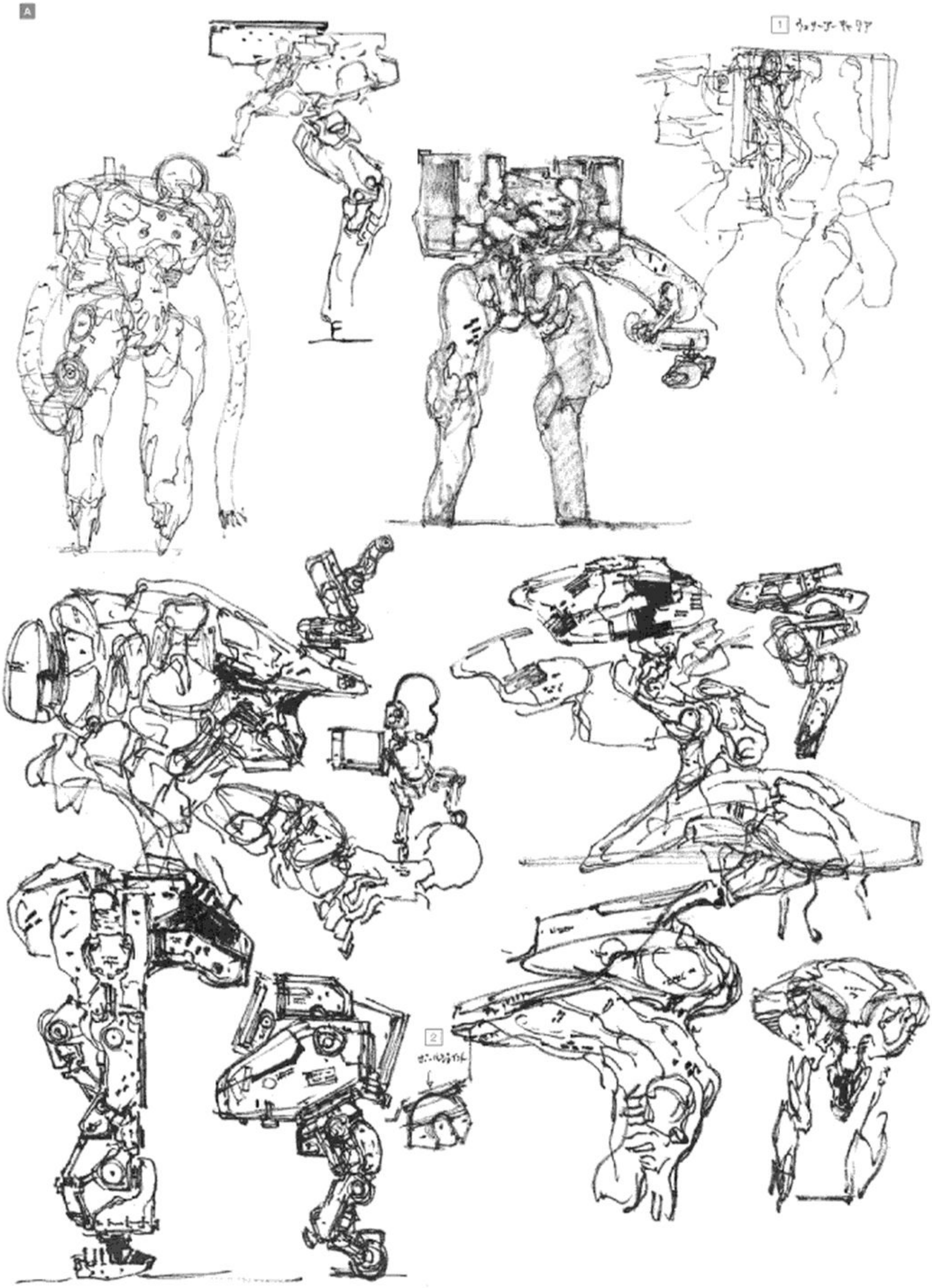
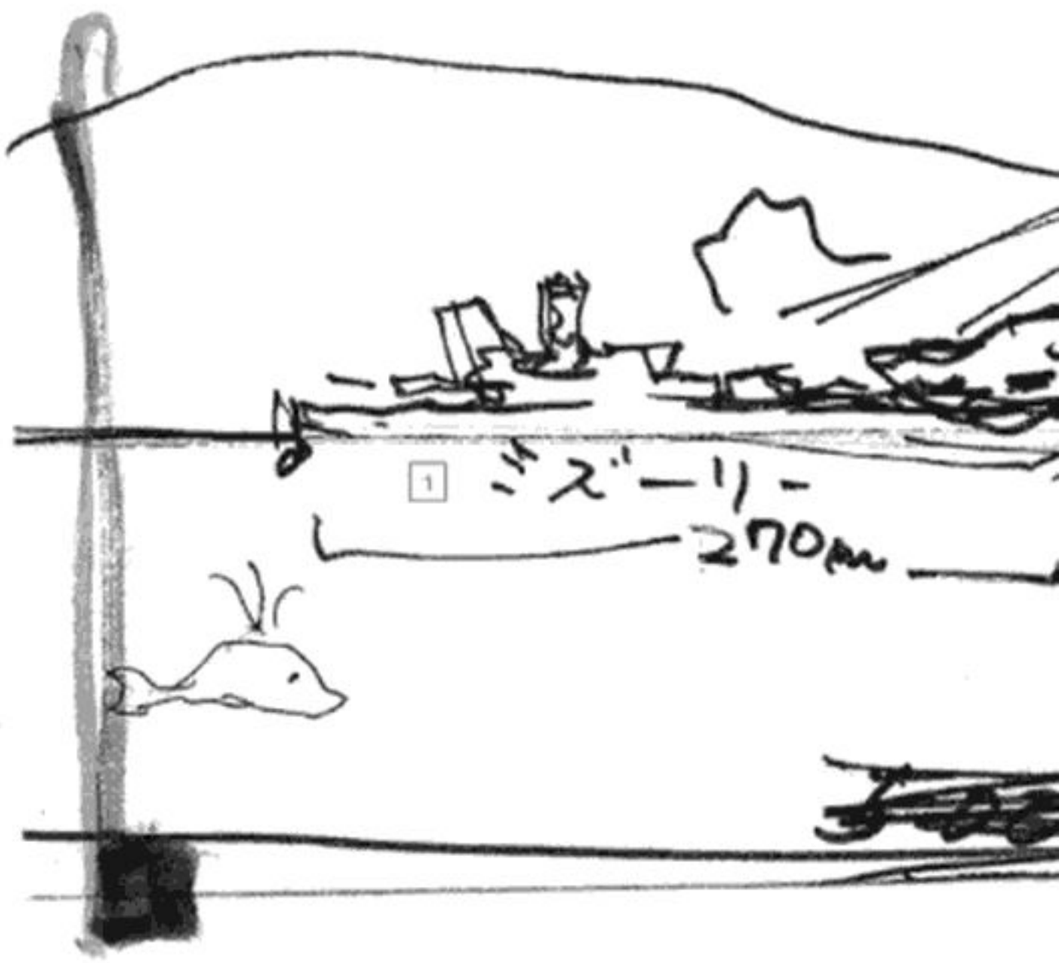


A 1. Warrior carrier
2. Ball joint

Матеріал, захищений авторським правом

A



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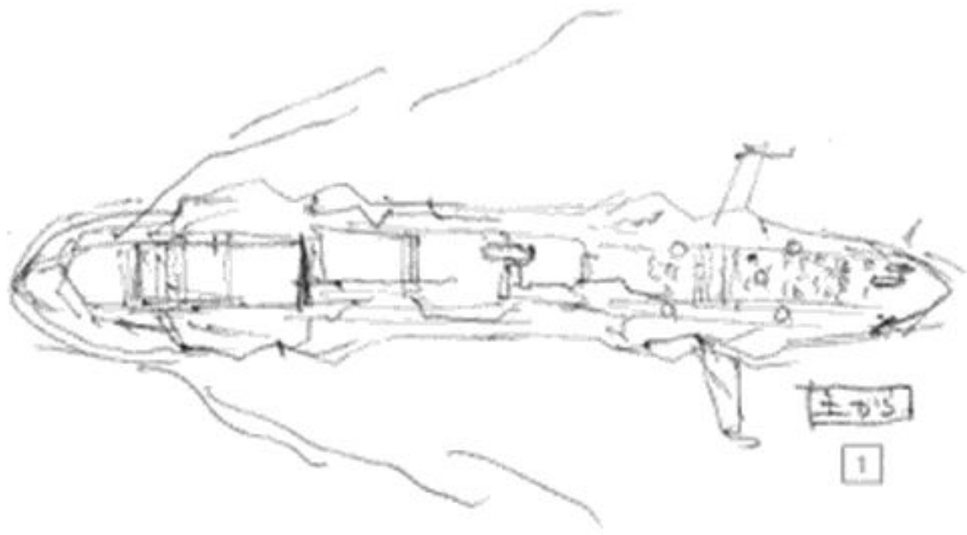
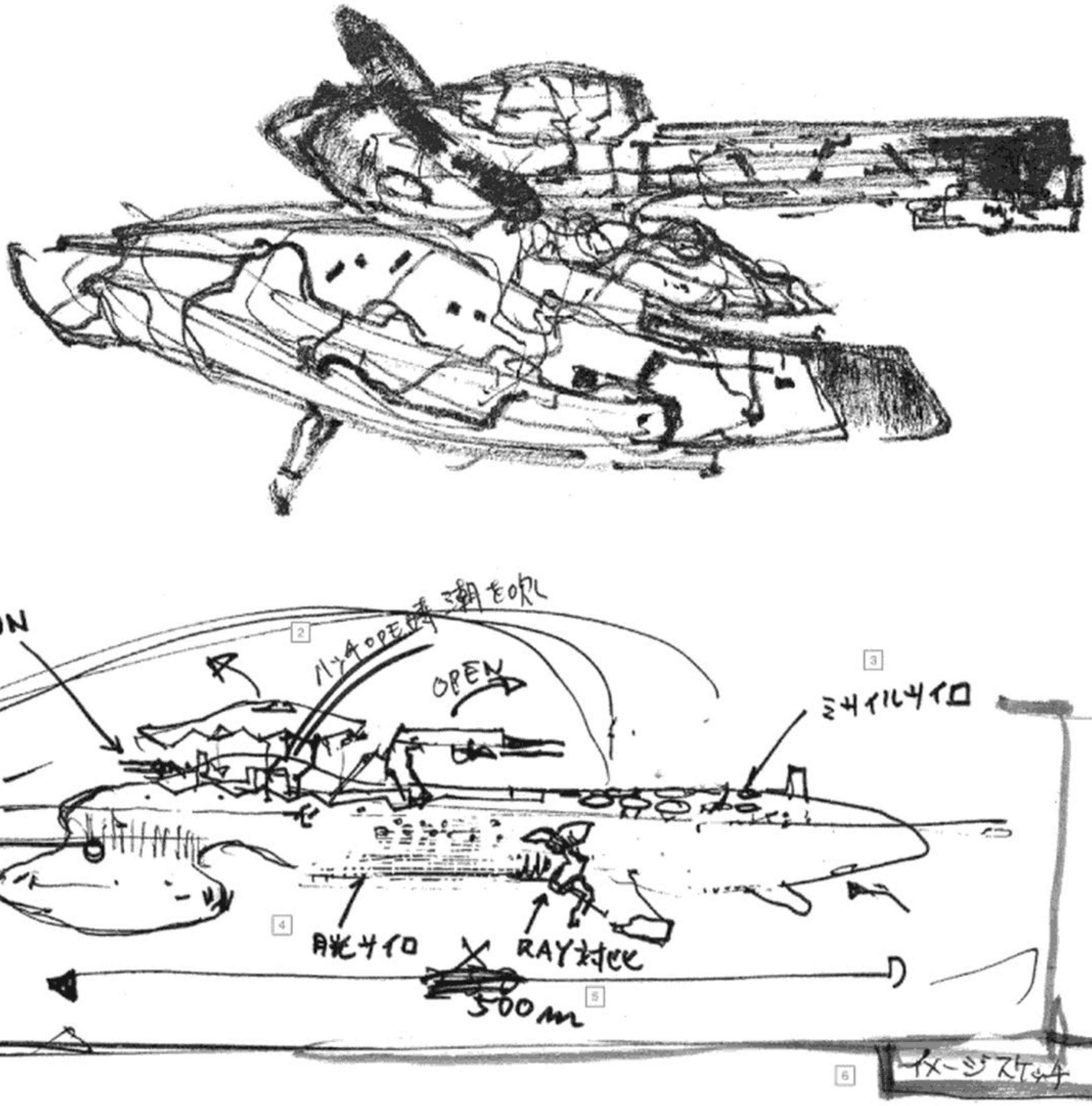


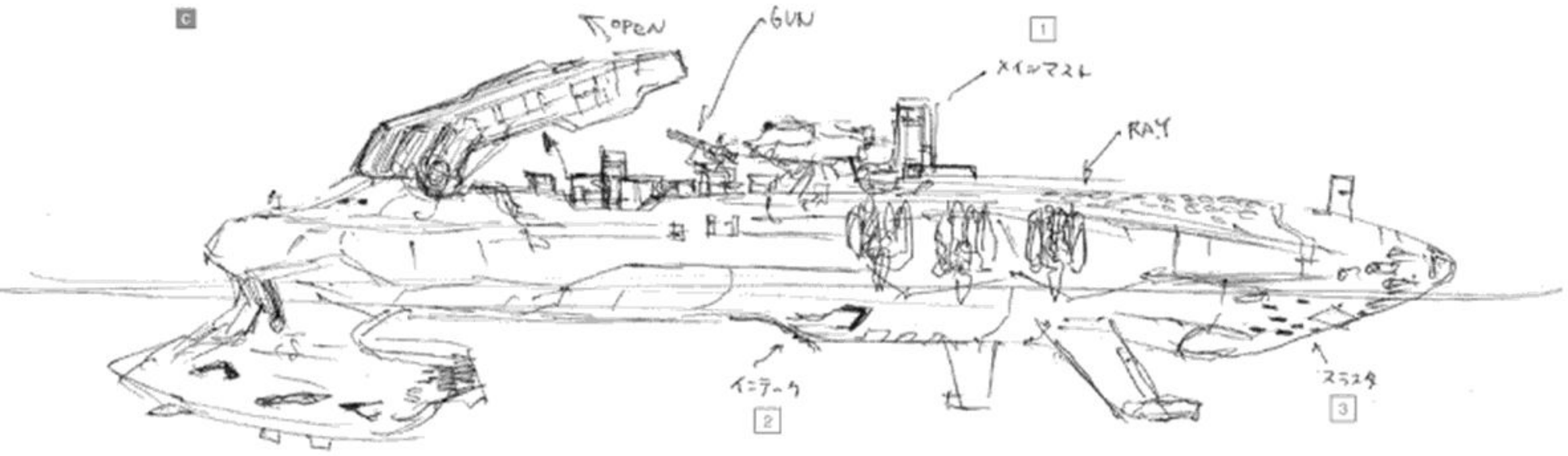
A 1. *Missouri*, 270 m
2. Water sprays when hatch is opened.
3. Missile launch tubes
4. Gekko silo
5. Metal Gear RAY
6. Rough sketch

B 1. Aerial view

C 1. Main mast
2. Air intake
3. Thruster

Матеріал, захищений авторським правом





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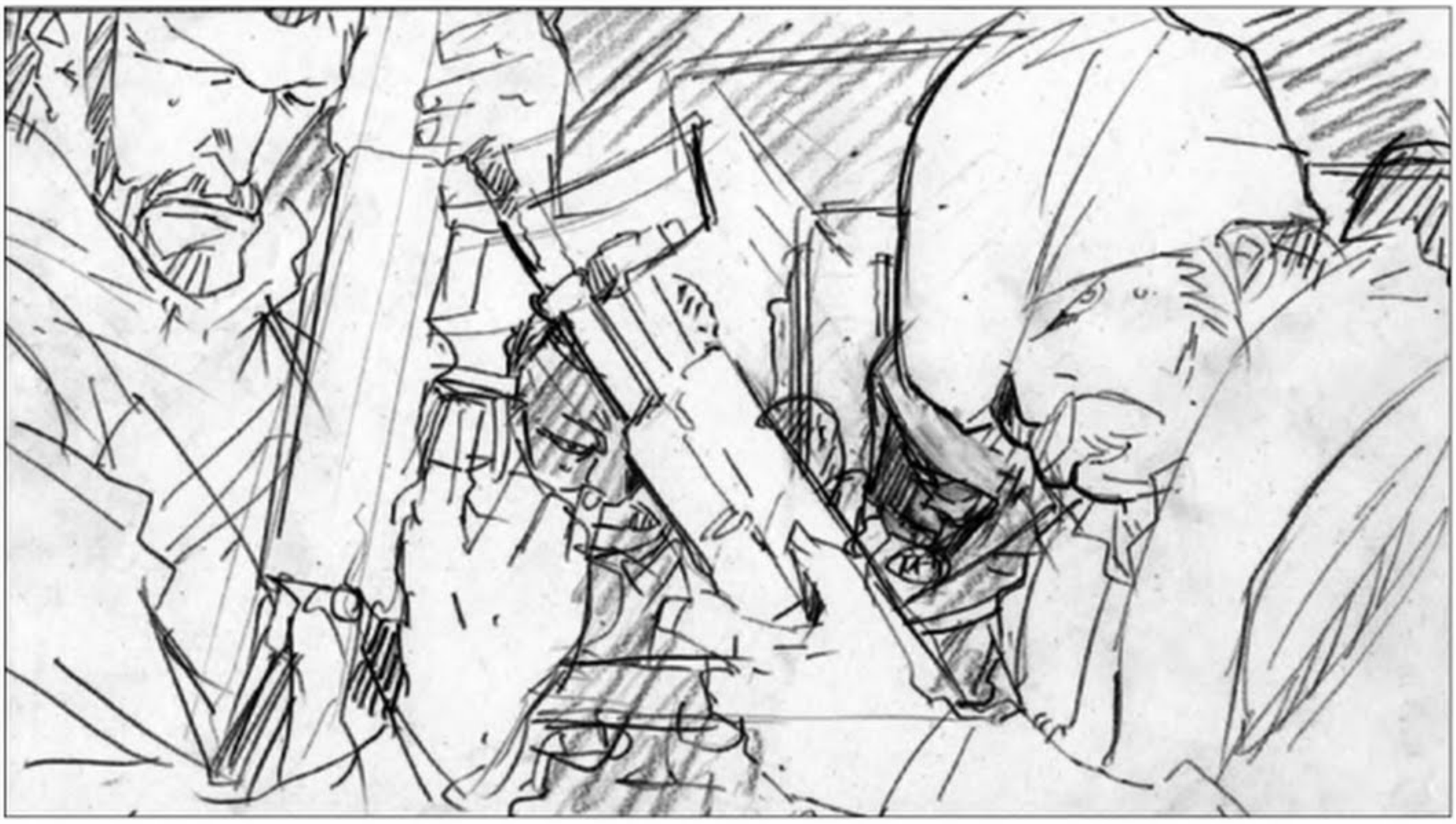
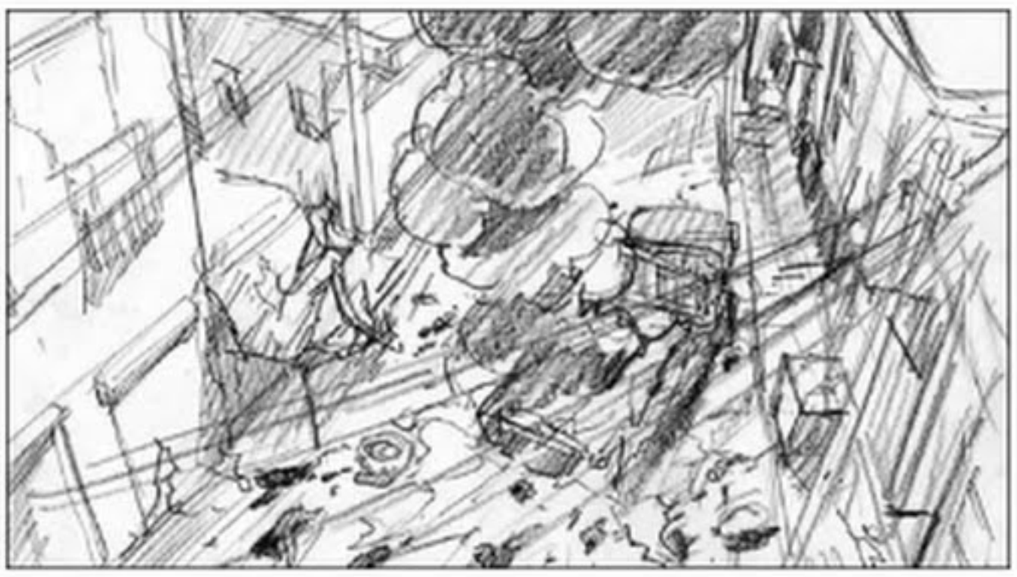
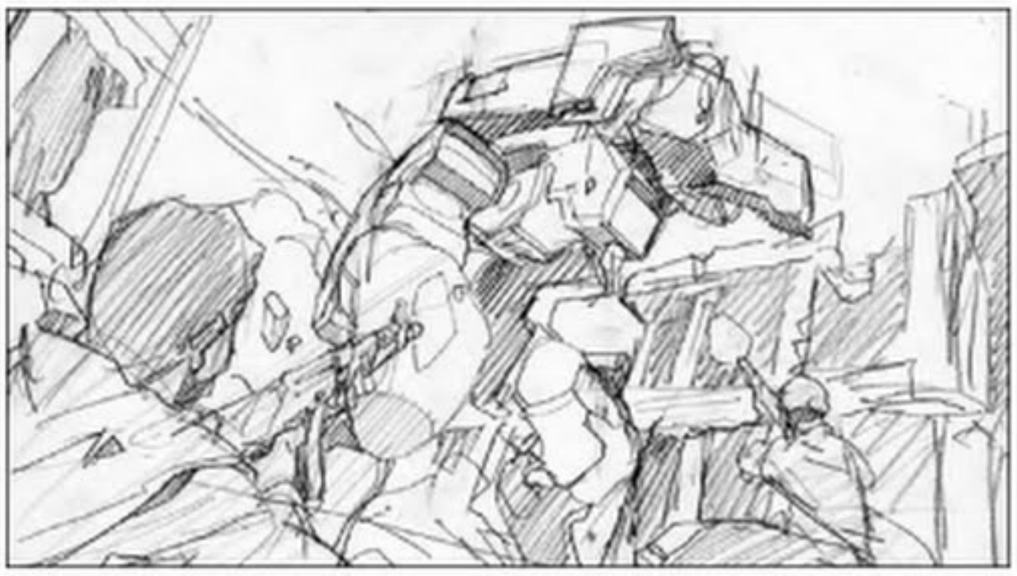
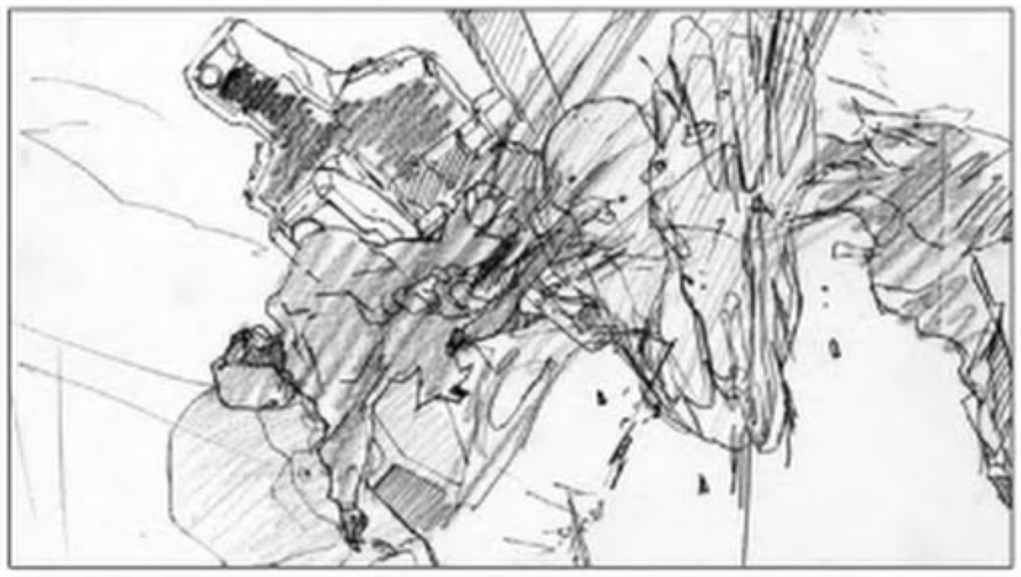


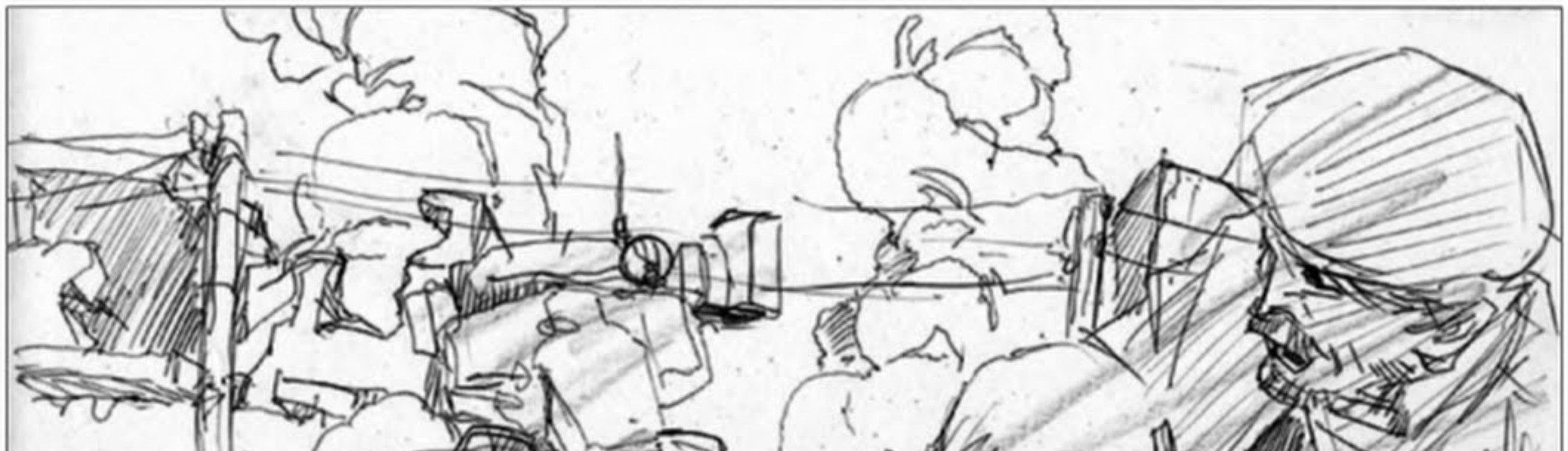




A 1. Separated
2. Gekko

Матеріал, захищений авторським правом





A 1. Arm is too big.

B 1. Destroyed parts

Матеріал, захищений авторським правом

Snake (Big Boss)

Матеріал, захищений авторським правом

A 1. Big Boss
• Sneaking suit and CMU-30 survival vest

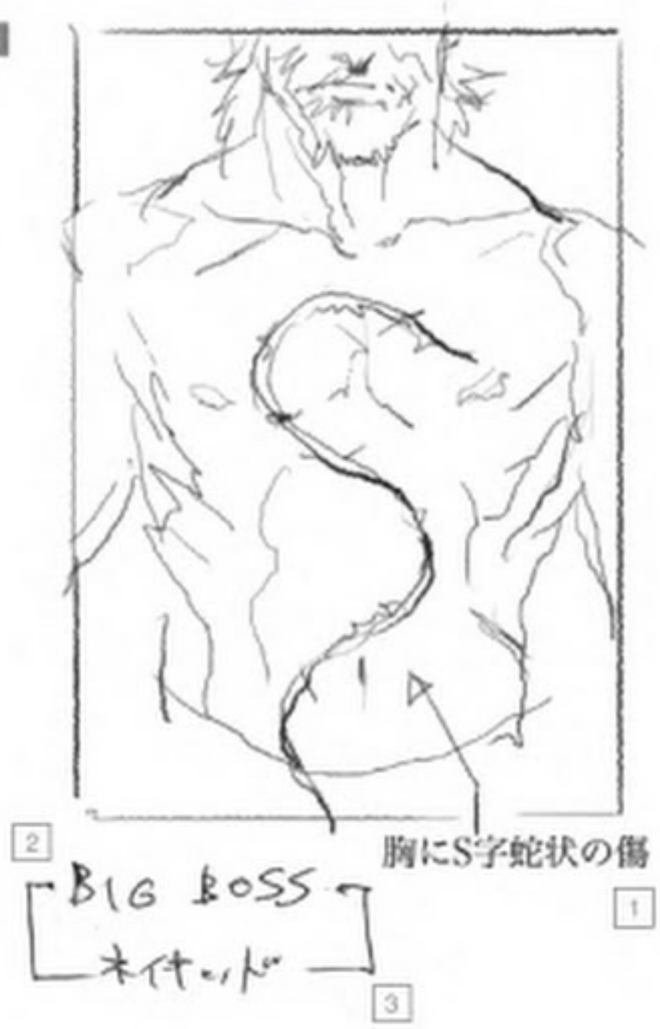
Матеріал, захищений авторським правом

A Snake

B

1 BIG BOSS
2 バトルドレスバリエーション
・スニーキングスーツ
・アーマースーツ
・コンバットシャツ(カモフラ)
スニーキング「0」
3

C

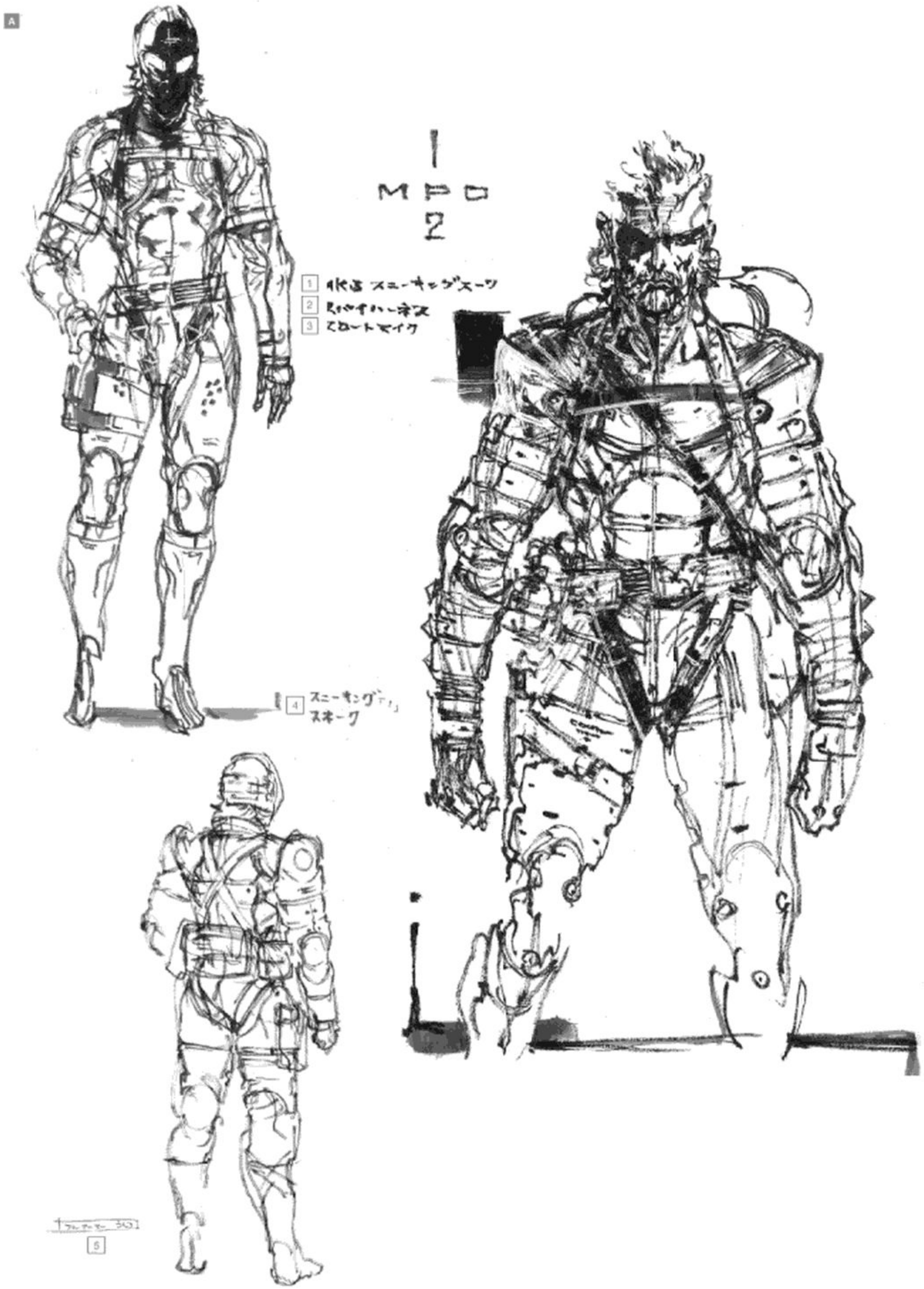


A 1. Big Boss
2. Battle dress version
• Sneaking suit
• Armor suit
• Combat shirt (camouflage)
3. Sneaking (0)

B 1. Own base
2. Soldier
3. Midgame sounds (instead of blood)

C 1. On his chest is an S-shaped wound that looks like a snake
2. Big Boss
3. Naked

Матеріал, захищений авторським правом



A 1. Mk. III sneaking suit
2. Spy harness
3. Throat microphone
4. Sneaking Snake
5. Full armor, rear

Матеріал, захищений авторським правом

A

A 1. All Snake?
2. Heart-shaped eye patch (mirrored)

Матеріал, захищений авторським правом

A

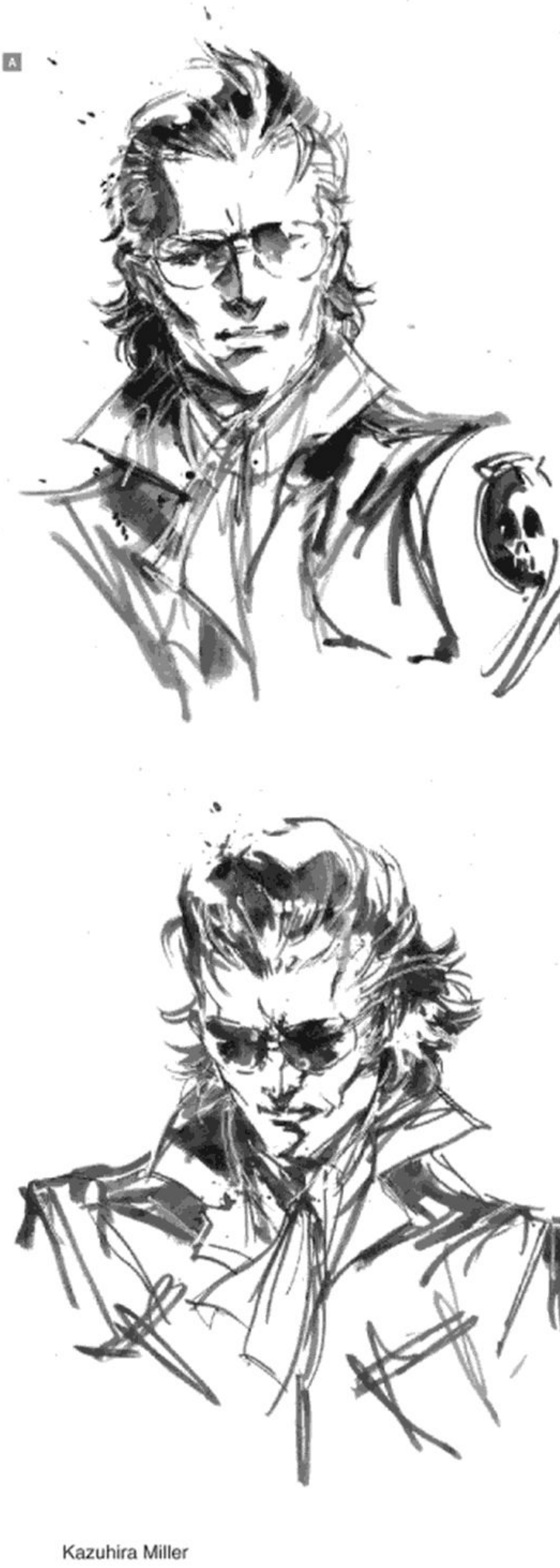
B

A 1. Snake metal bandana
2. Cloth bandana with a metal plate riveted on

B 1. Big Boss helmet or face guard

Матеріал, захищений авторським правом

A



Kazuhira Miller

A 1. Master Miller
2. With sunglasses off he looks cute.

Матеріал, захищений авторським правом

A

A 1. Master Miller rough?

Матеріал, захищений авторським правом

A

B

Amanda

A 1. The lines can be seen

B 1. Chico Jean*
2. Cigarette, heavy smoker
3. Left shoulder pulled in
4. Right arm, white bandage (wounded)
5. Browning Hi-Power (handgun)

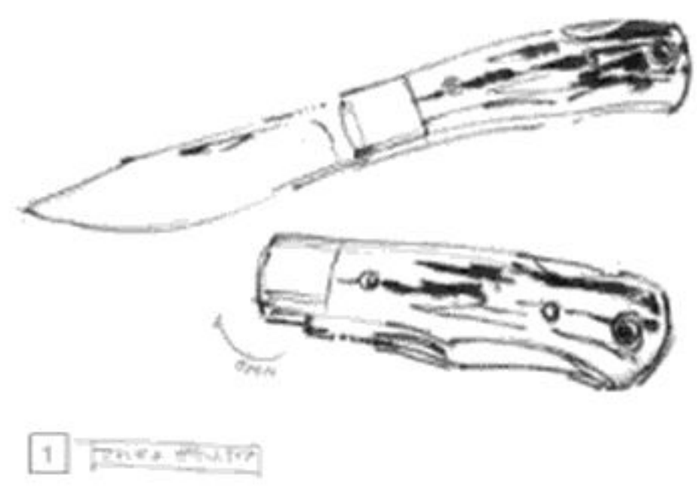
**w: Chico Jean is the name that was temporarily used for Amanda during the game's development.*

Матеріал, захищений авторським правом

A

Chico

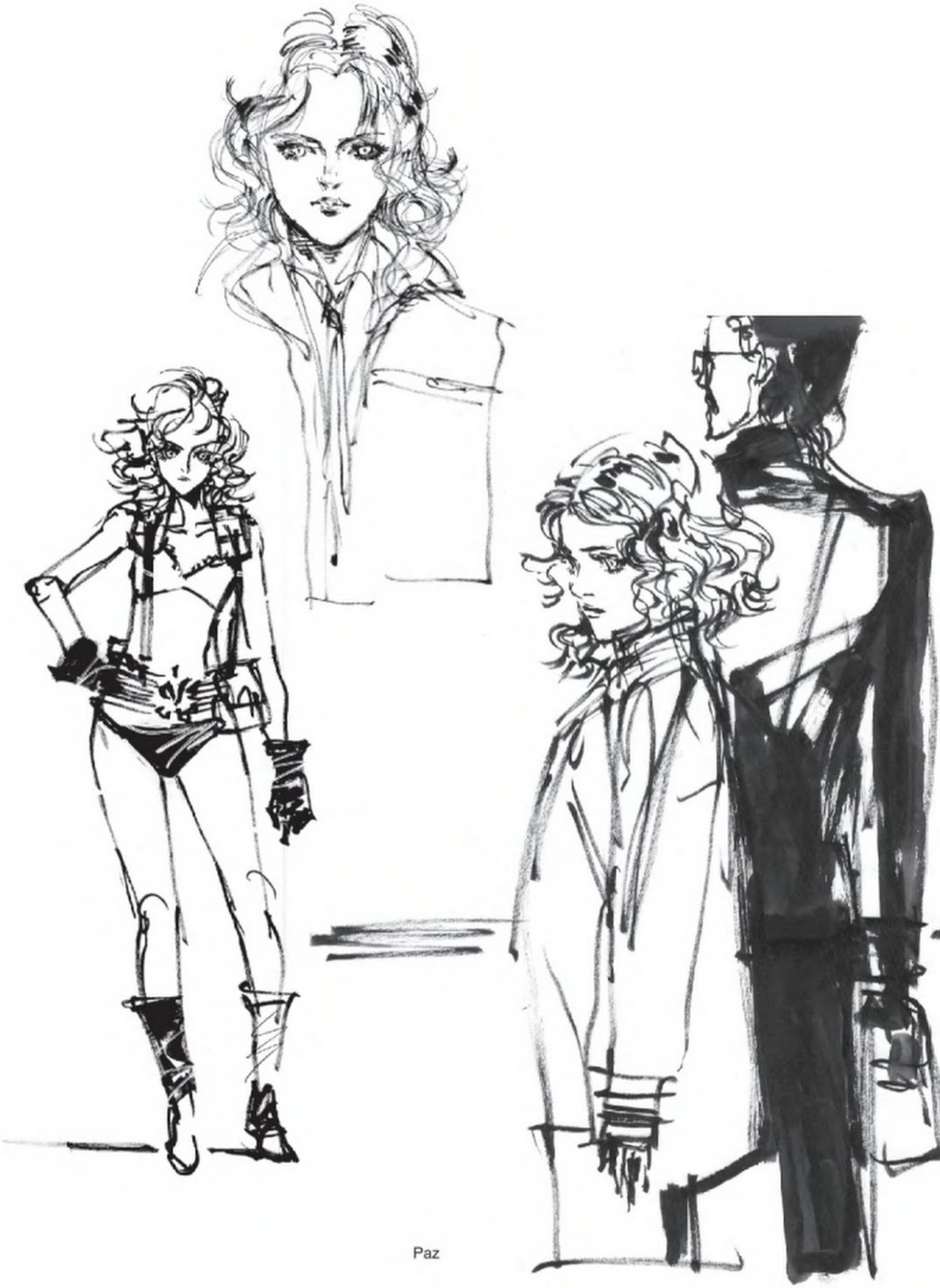
B



A 1. Height comparison

B 1. Amanda's pocketknife

Матеріал, захищений авторським правом



Paz

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Gálvez

Матеріал, захищений авторським правом

Coldman

Матеріал, захищений авторським правом

Cécile

A 1. Lets people see a little.

B 1. Cécile
2. In jungle

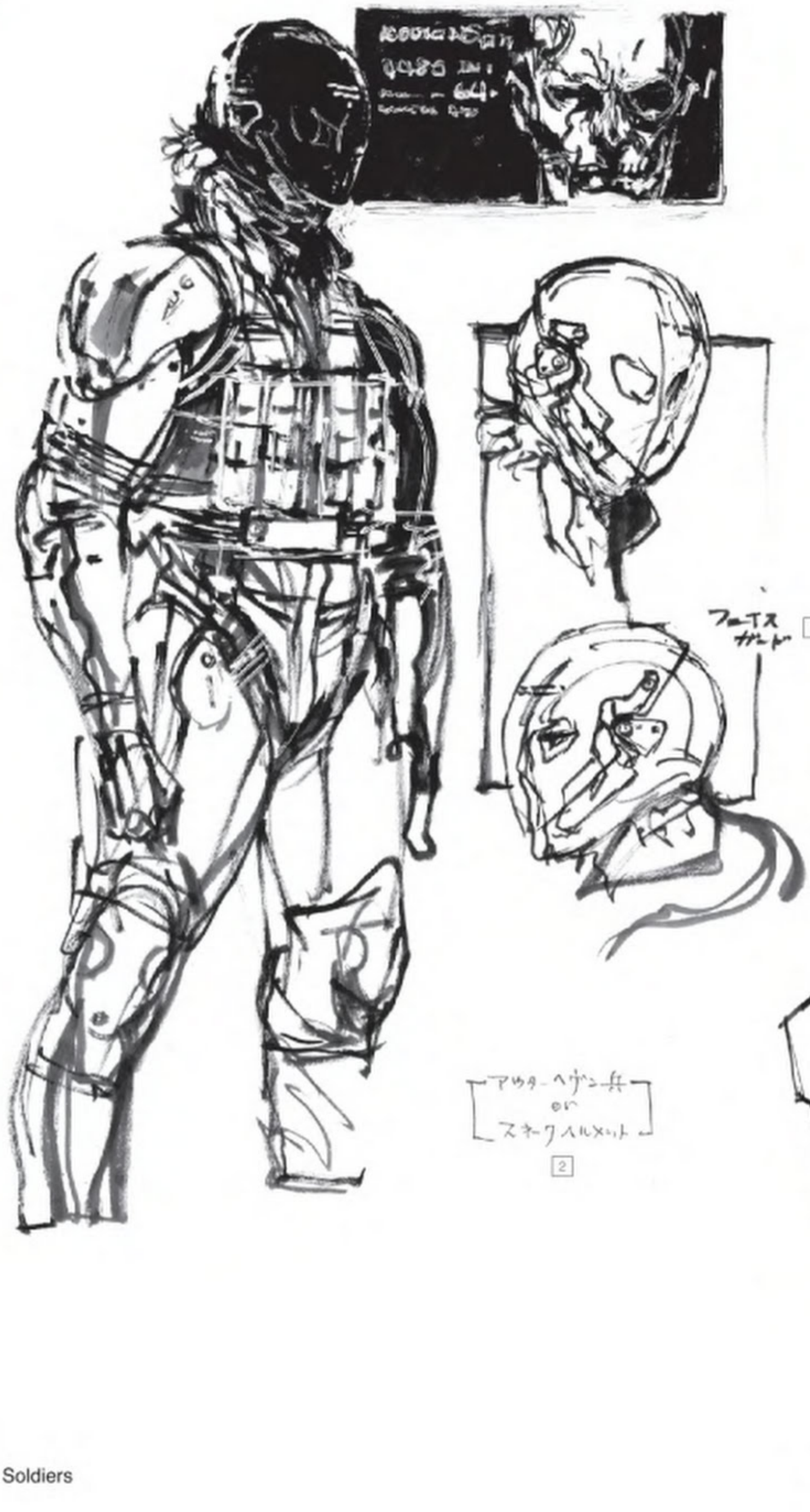
Матеріал, захищений авторським правом

Strangelove

A 1. Discharges from the metal sides of the shaft, not from the plastic tip.
2. Electricity comes from this cord.
3. Connected to the power supply.

Матеріал, захищений авторським правом

A

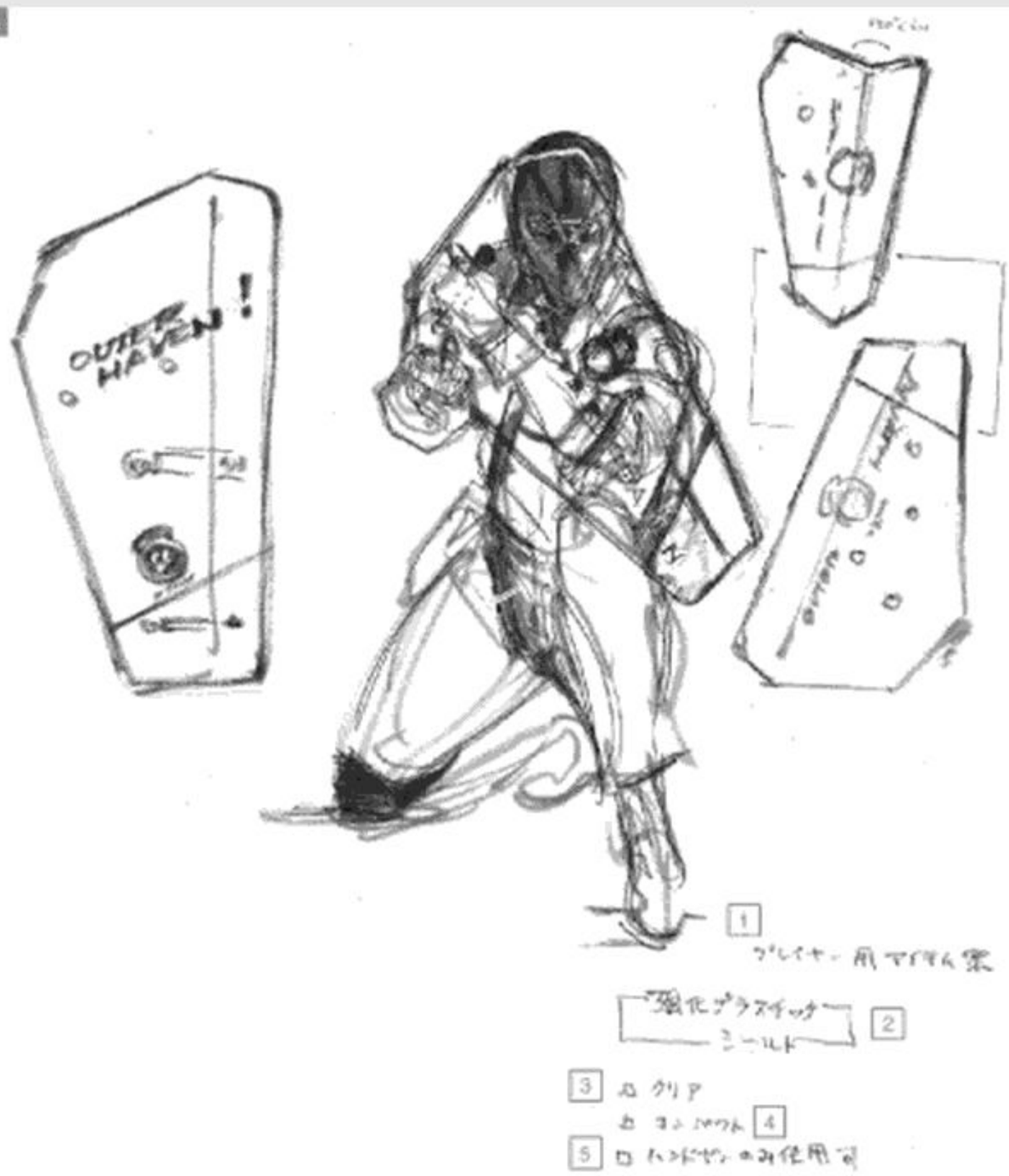


Soldiers

A 1. Face guard
2. *Outer Haven* soldier or Snake helmet

Матеріал, захищений авторським правом

A



B

A 1. Player item
2. Reinforced plastic shield
3. Clear
4. Compact
5. Can only use with handguns

B 1. Shorts ♥

Матеріал, захищений авторським правом

A

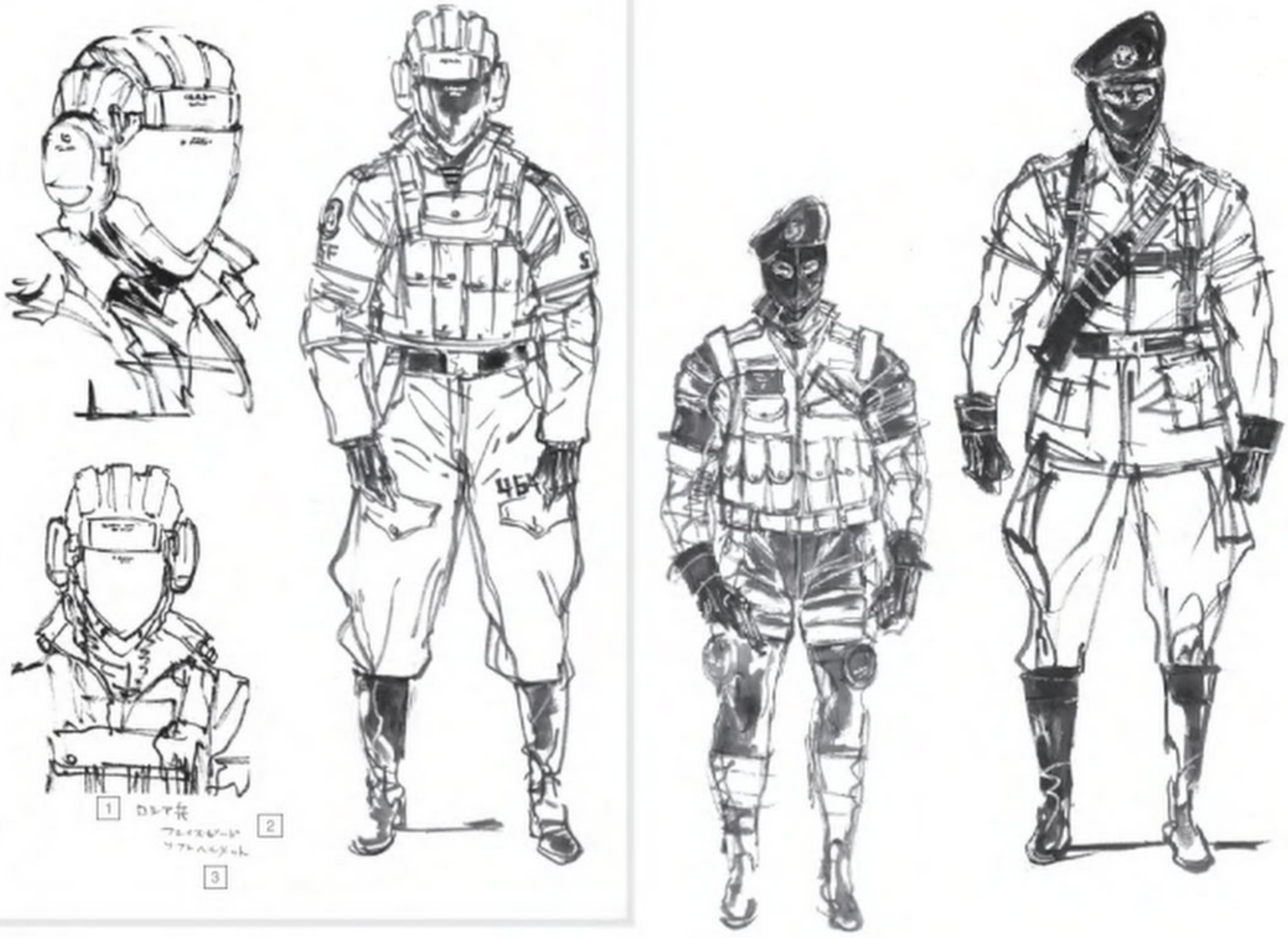
B

A 1. Contra
2. Color—khaki and yellow scarf
3. Squad leader class
4. Guerrilla commando
5. Guerrilla
6. Scarf over face
7. Unarmed
8. Contra 2
9. Guerrilla version
10. Soldier

B 1. Balaclava
2. US Army
3. Russia Army

Матеріал, захищений авторським правом

A



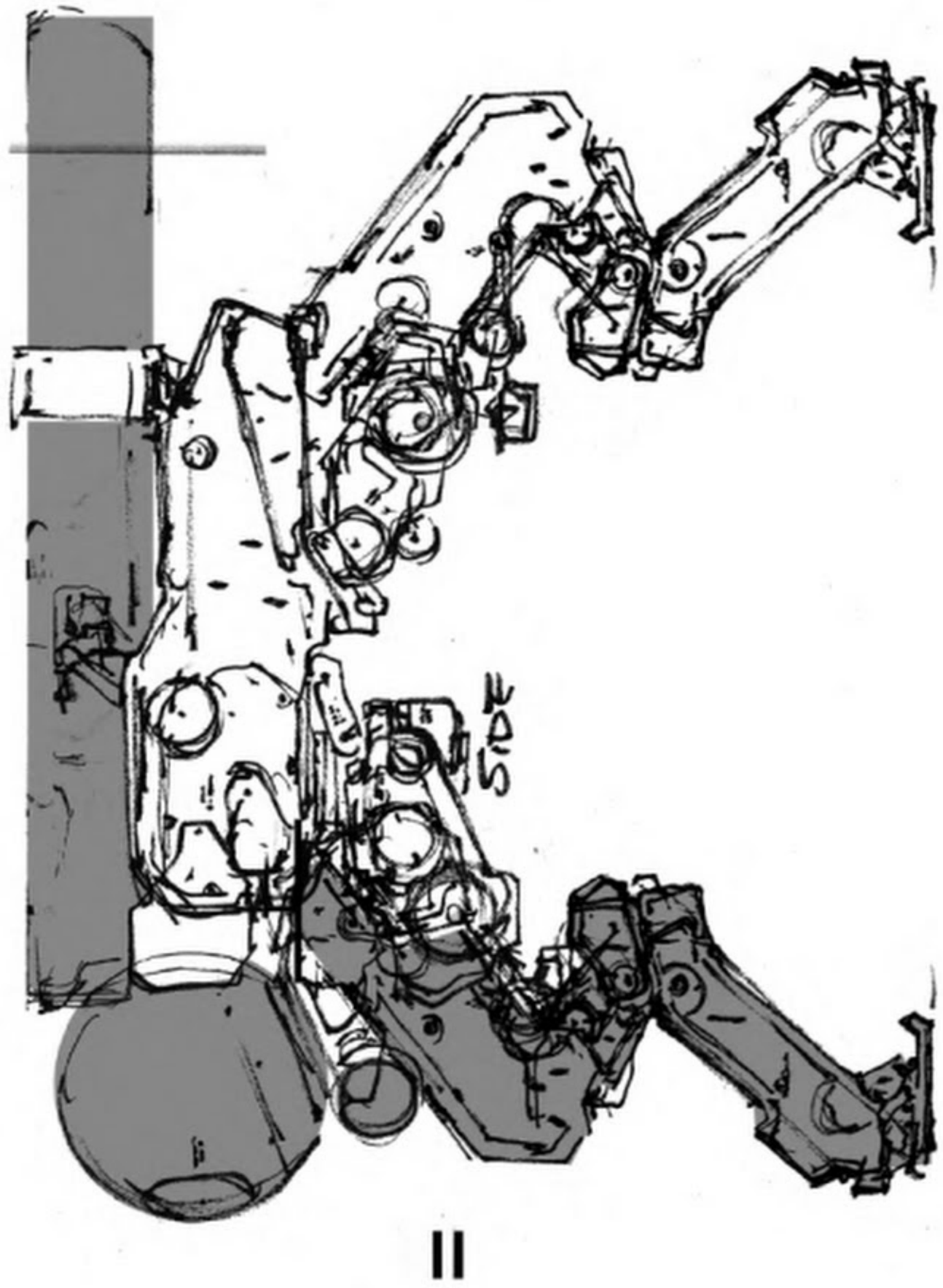
B

A 1. Russian soldier
2. Face guard
3. Soft helmet

B 1. Operator soldier
2. Rough

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом



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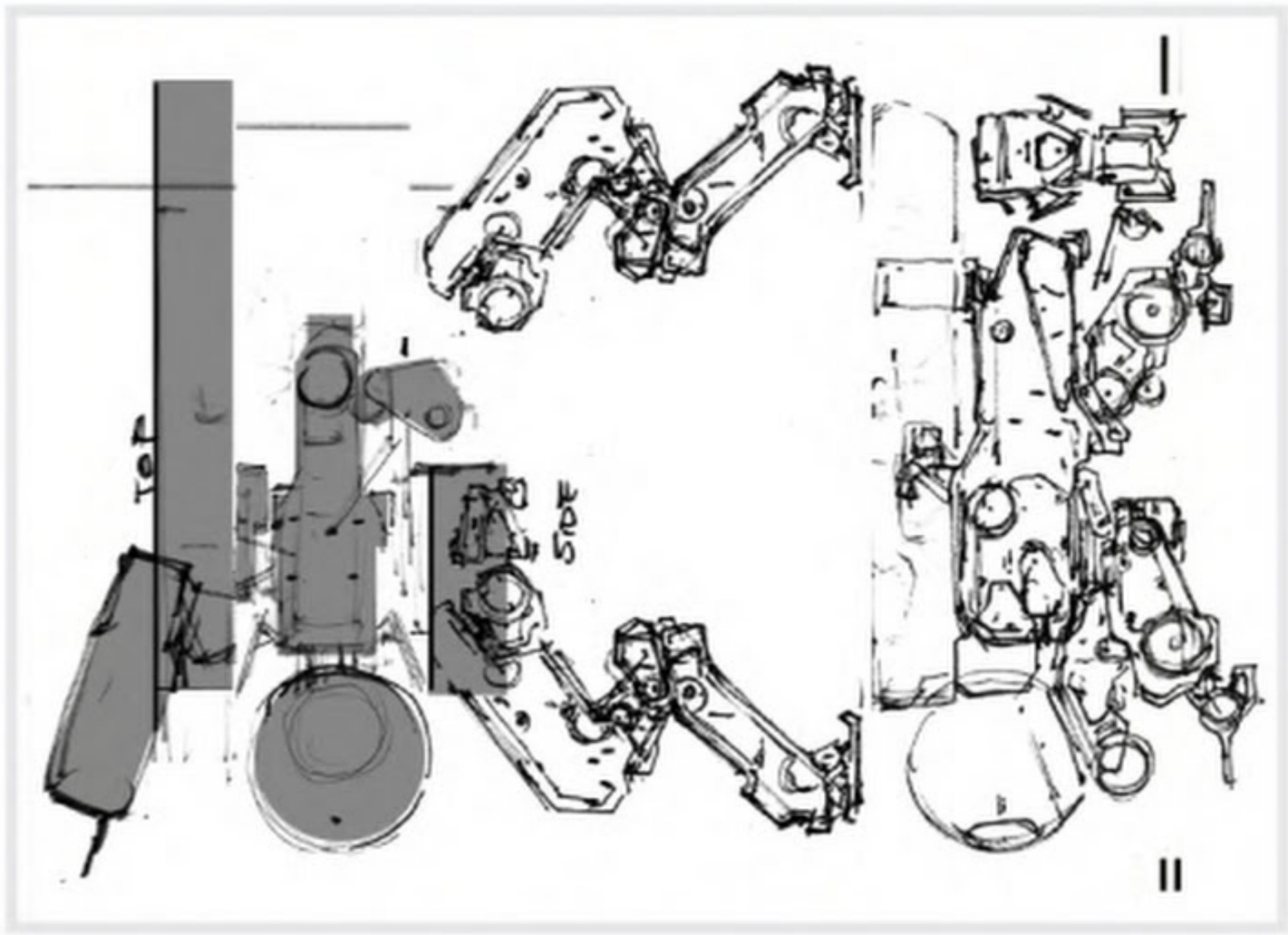

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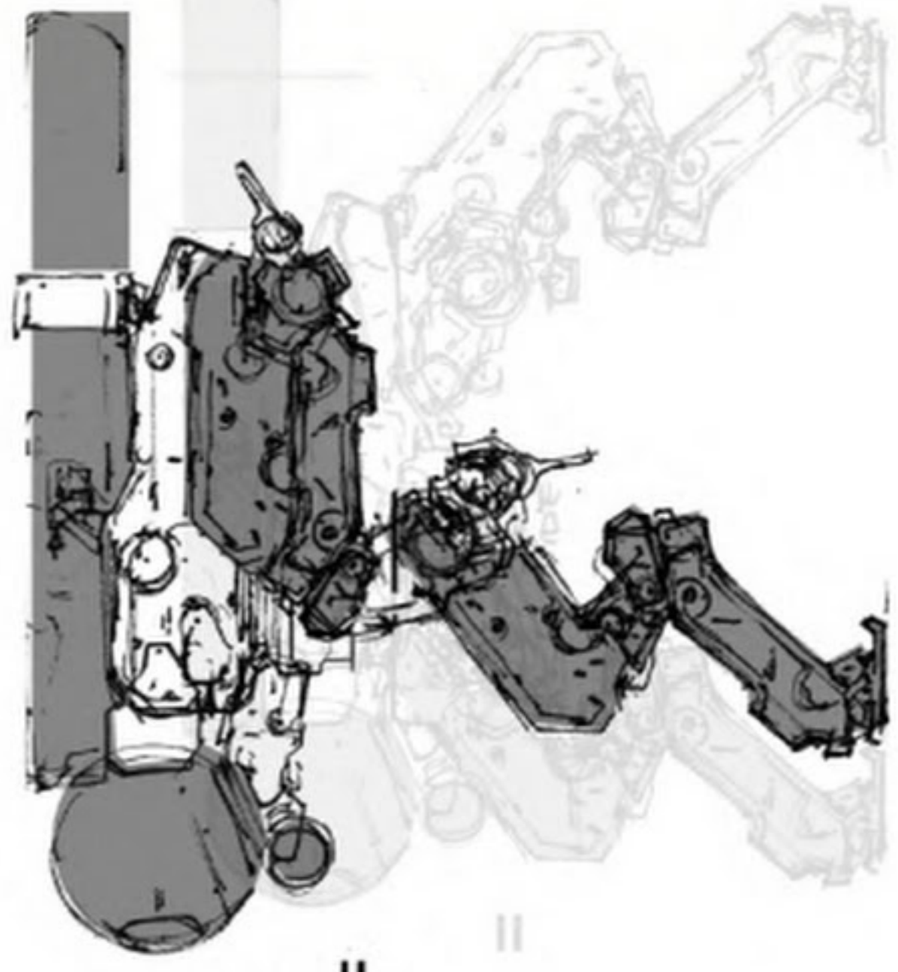
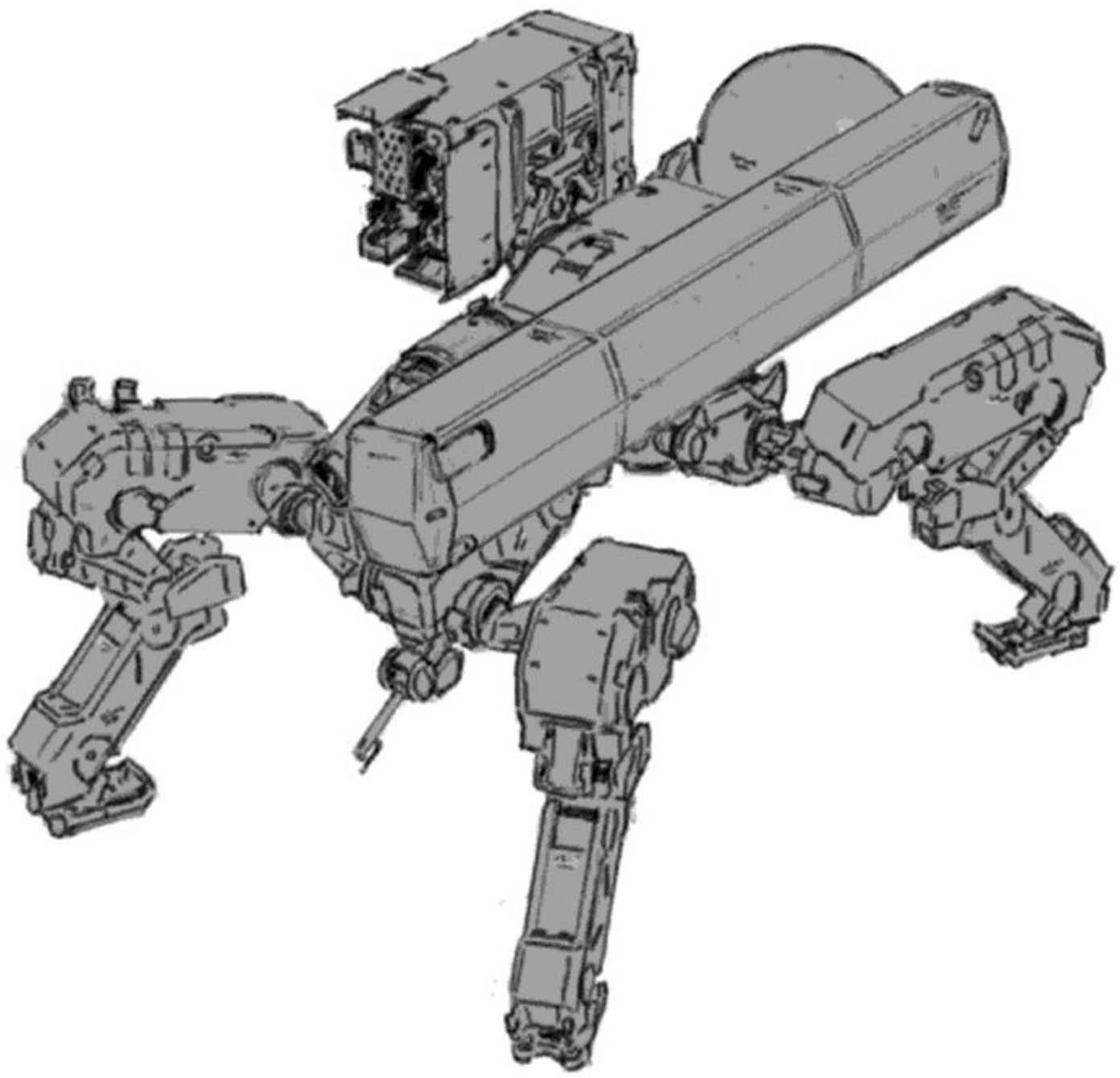
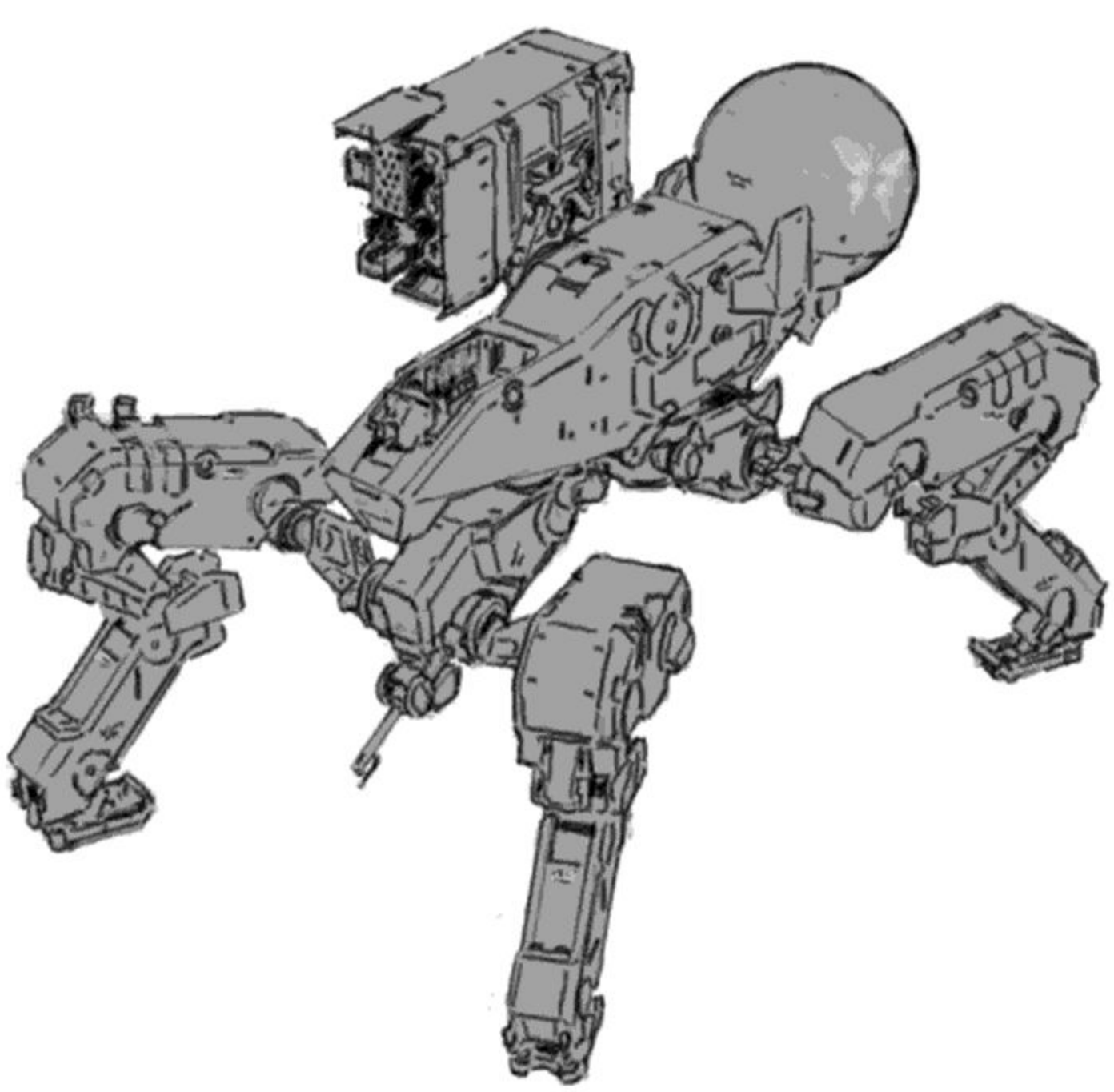


II

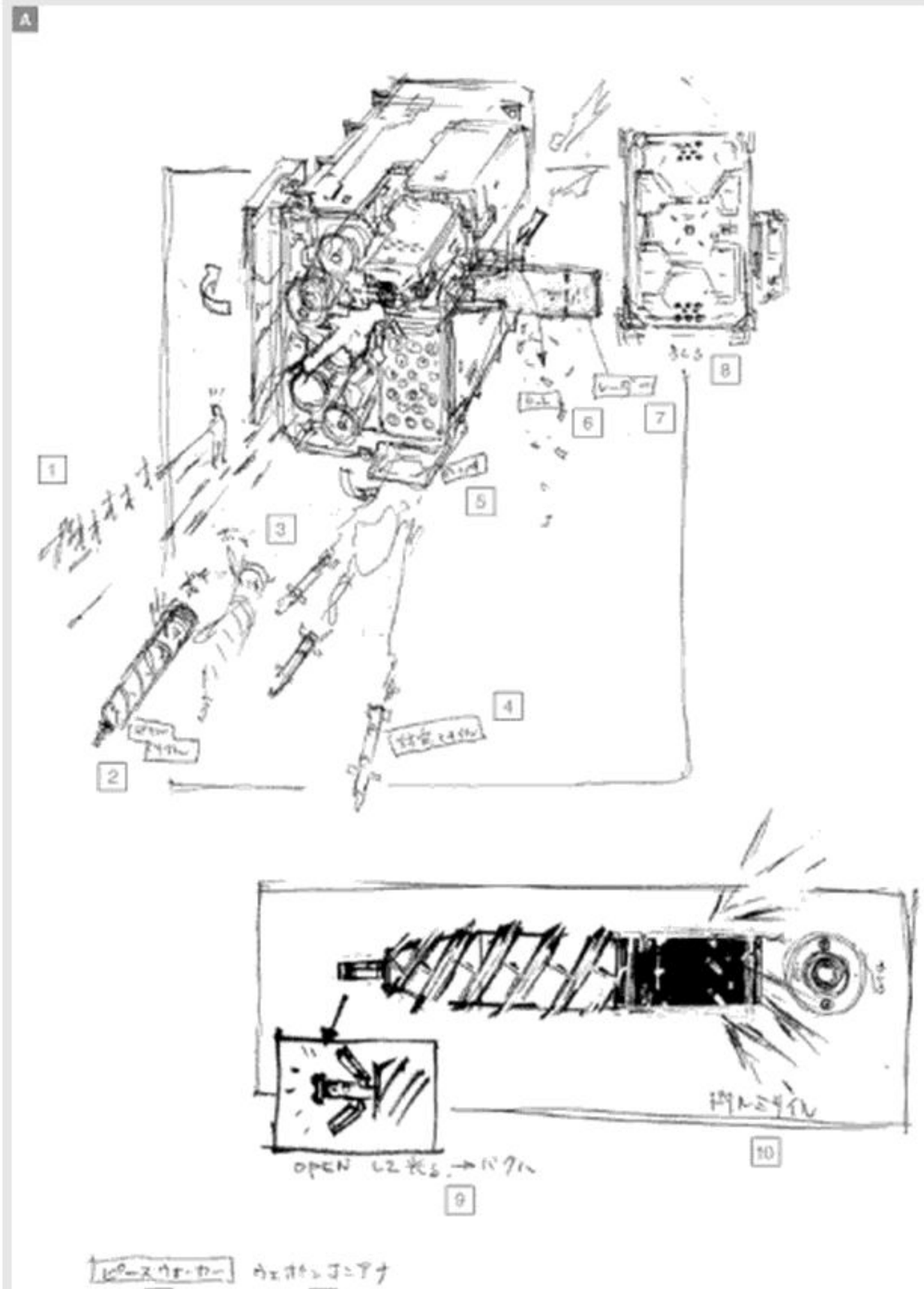
Peace Walker

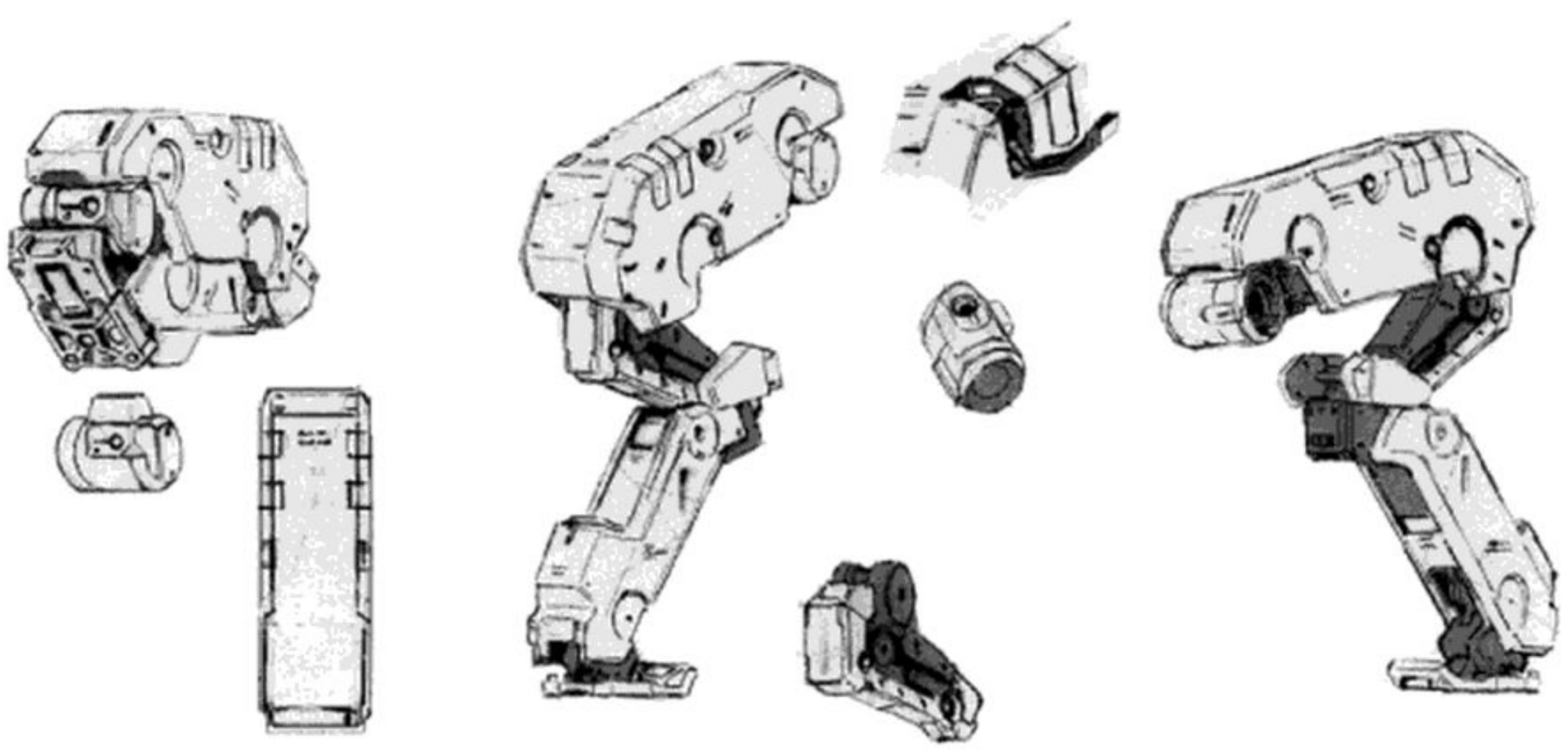




Матеріал, захищений авторським правом

Peace Walker



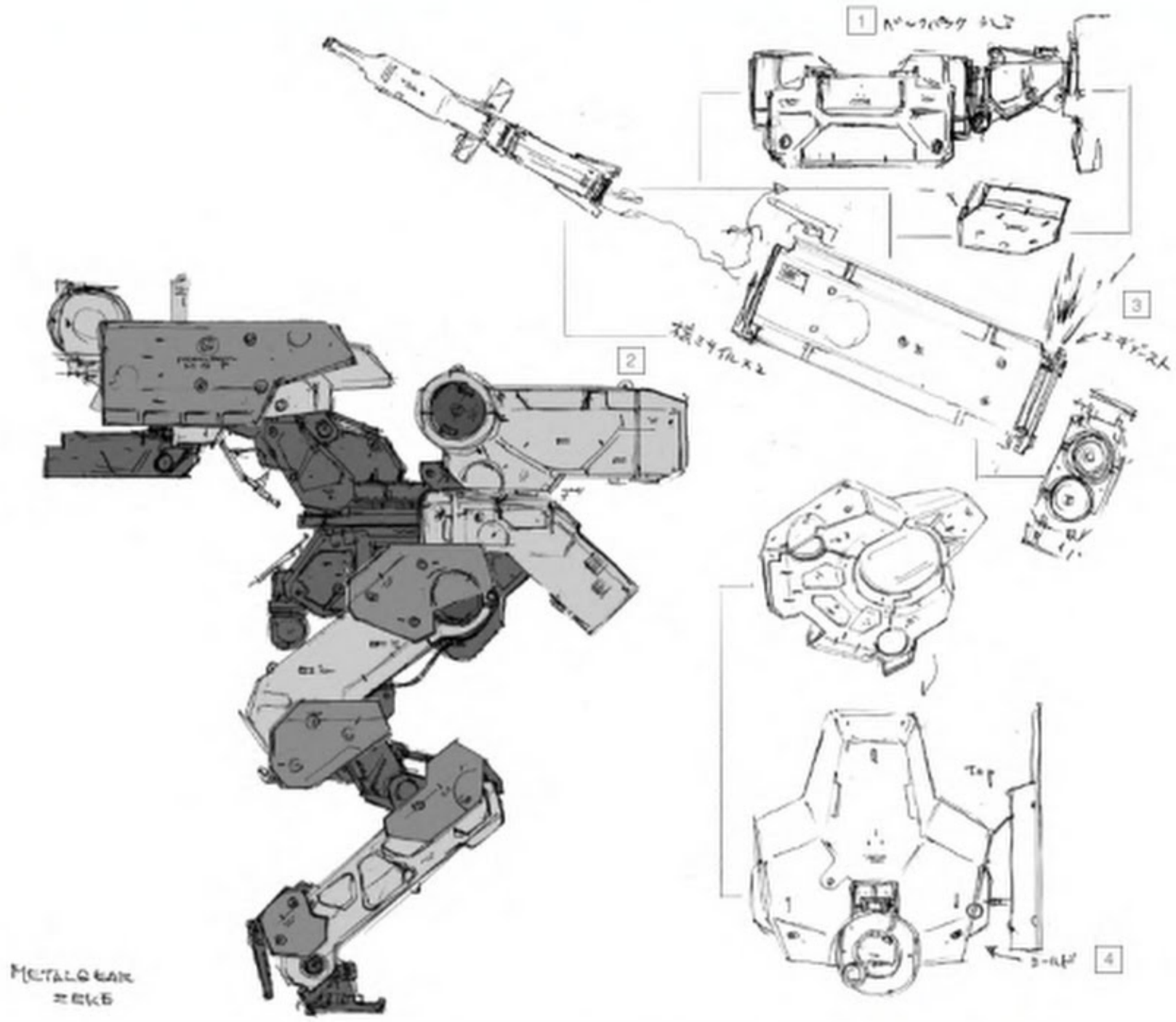


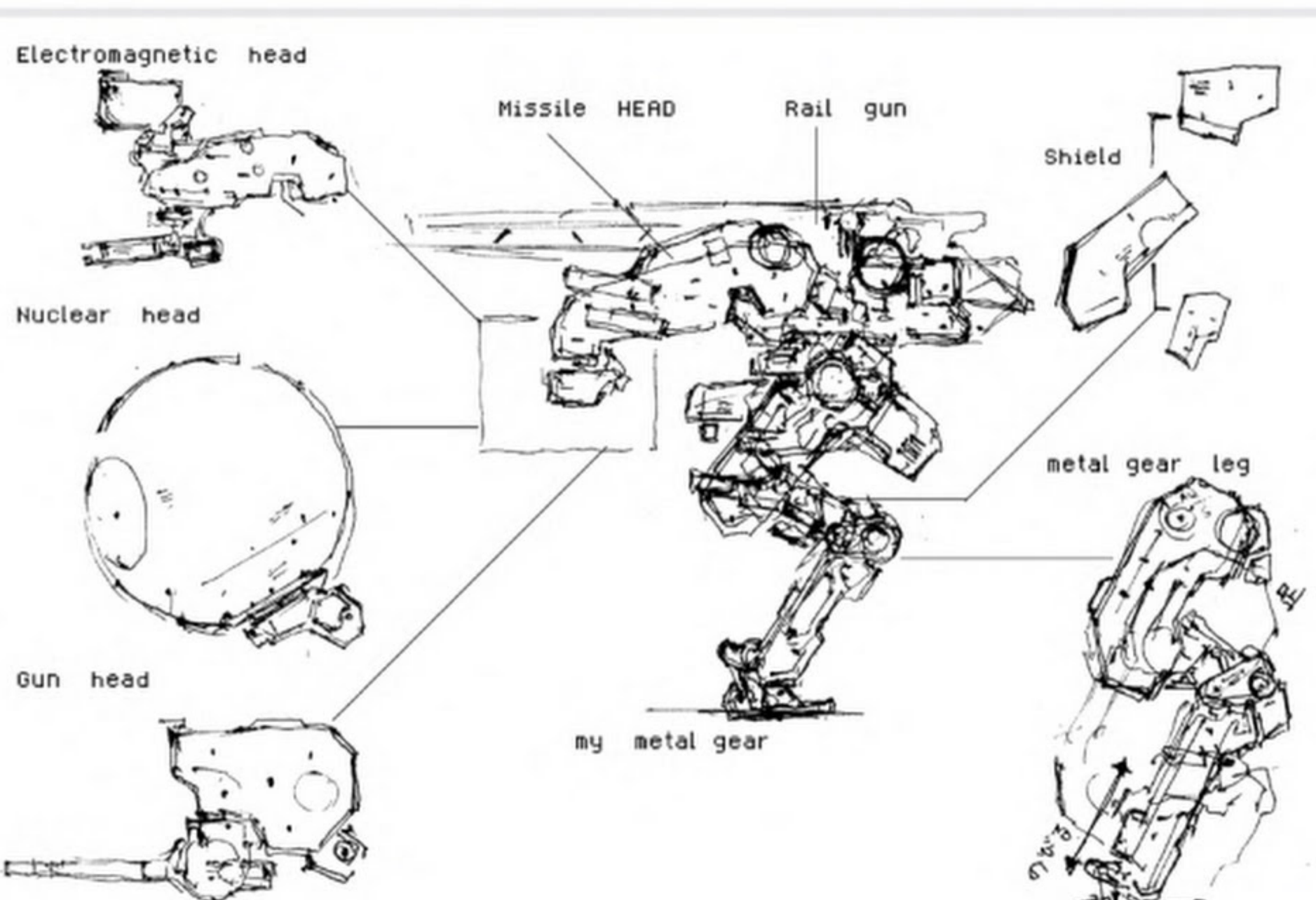
A 1. *"VROOOOOOOOM"*
2. Drill missile
3. *"SHOOM SHOOM"*
4. Antiaircraft missile
5. Hatch
6. Cartridges
7. Loader
8. Rear
9. Open laser guidance ➡ explosion
10. Drill missile
11. Peace Walker
12. Weapon container

Матеріал, захищений авторським правом

Metal Gear ZEKE

A



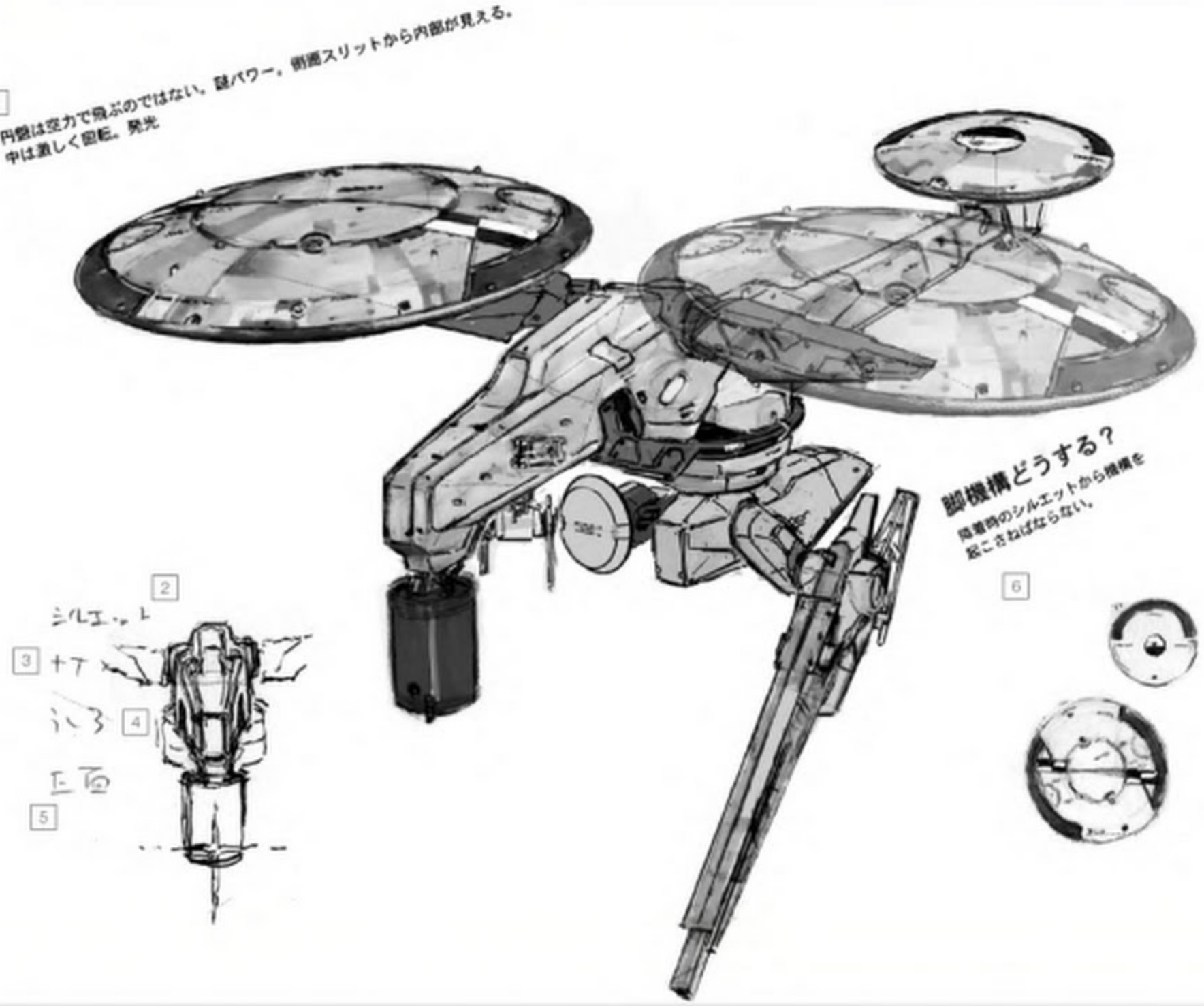


A 1. Nuclear missile x2
2. Rear view of backpack
3. Exhaust
4. Shield

Матеріал, захищений авторським правом

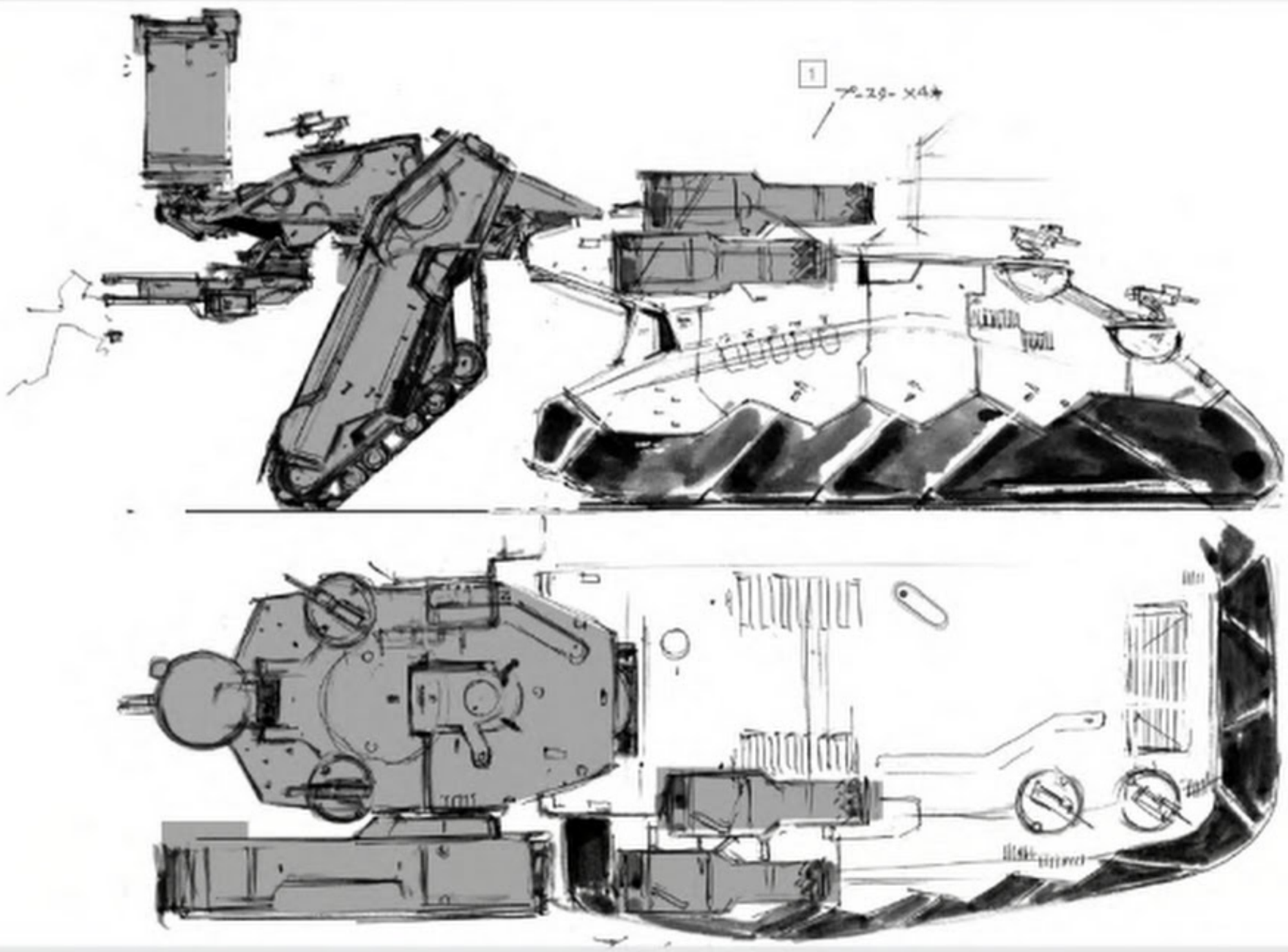
Chrysalis

A



Pupa

B



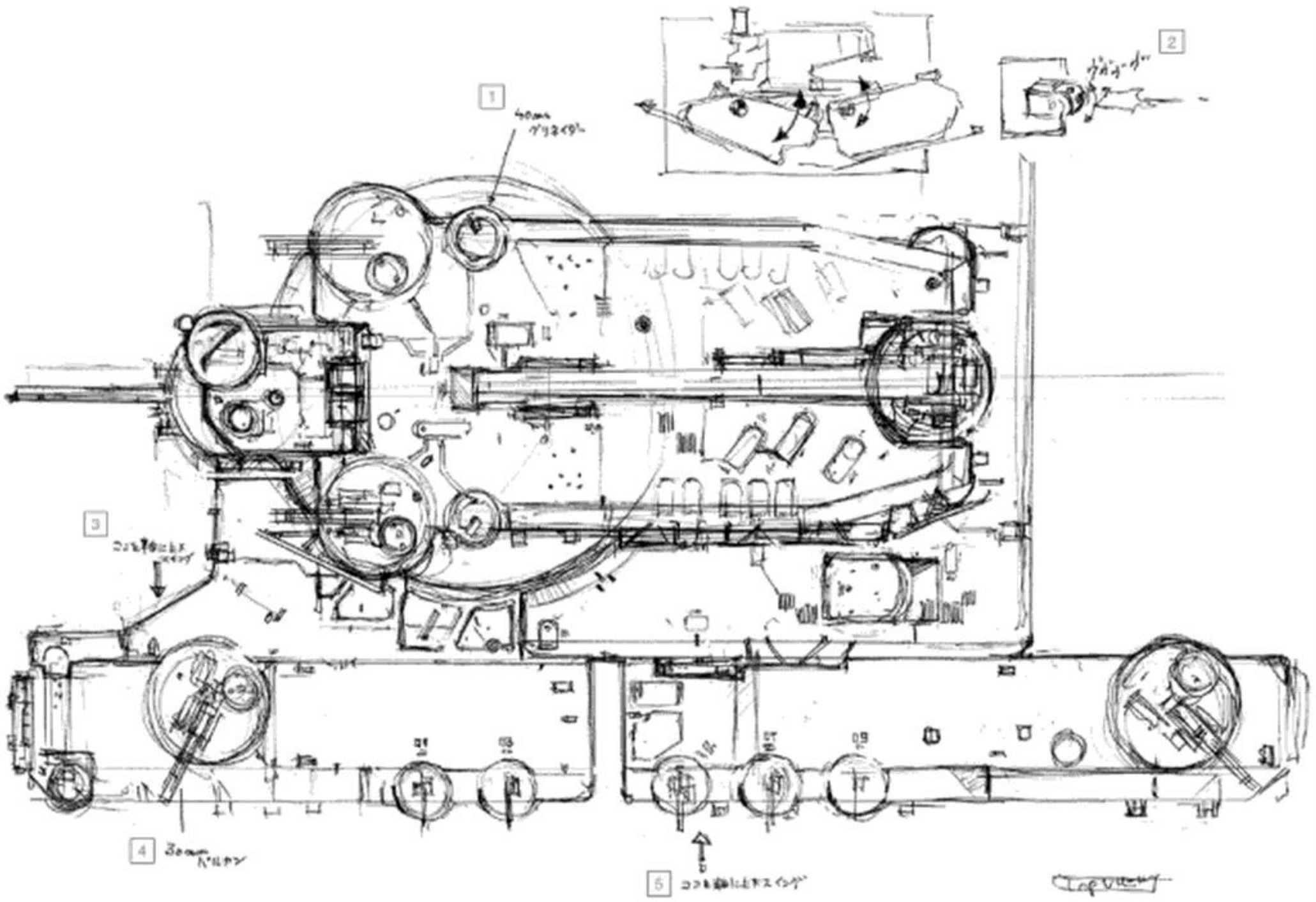
A 1. The disk is not restricted by aerodynamics. It's powered by a mysterious source. The interior, visible via the slide, sits and rotates intensely, emitting light.
2. Silhouette
3. Askew
4. Rear
5. Straight on
6. How to address the leg mechanism? On landing it will have to be a silhouette, and activate from there.

B 1. Boosters x4

Матеріал, захищений авторським правом

Cocoon

A



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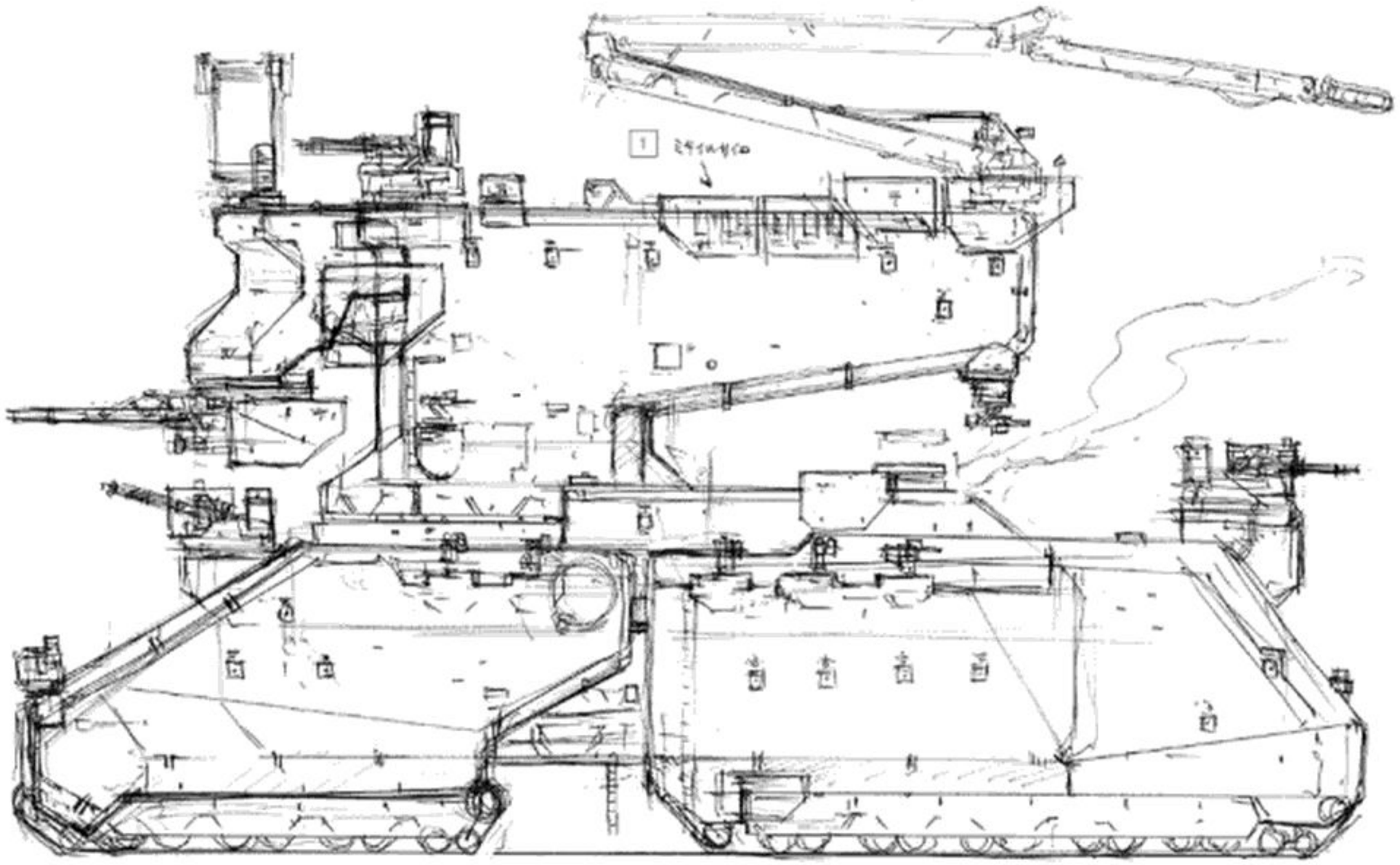


A 1. 40 mm grenade machine gun
2. *"BAM BAM BAM"*
3. Axis swings upward here
4. 30 mm Vulcan machine gun
5. Axis swings upward here

B 1. Missile silos

Матеріал, захищений авторським правом

Snake

A 1. Bandana attached directly to the plate.

Матеріал, захищений авторським правом

A 1. Patch
This side only

Матеріал, захищений авторським правом

A

Amanda

Cécile

Strangelove

A 1. Unused version

Матеріал, захищений авторським правом

Paz

Матеріал, захищений авторським правом

Gálvez

Матеріал, захищений авторським правом

A

1

Coldman

2

Huey

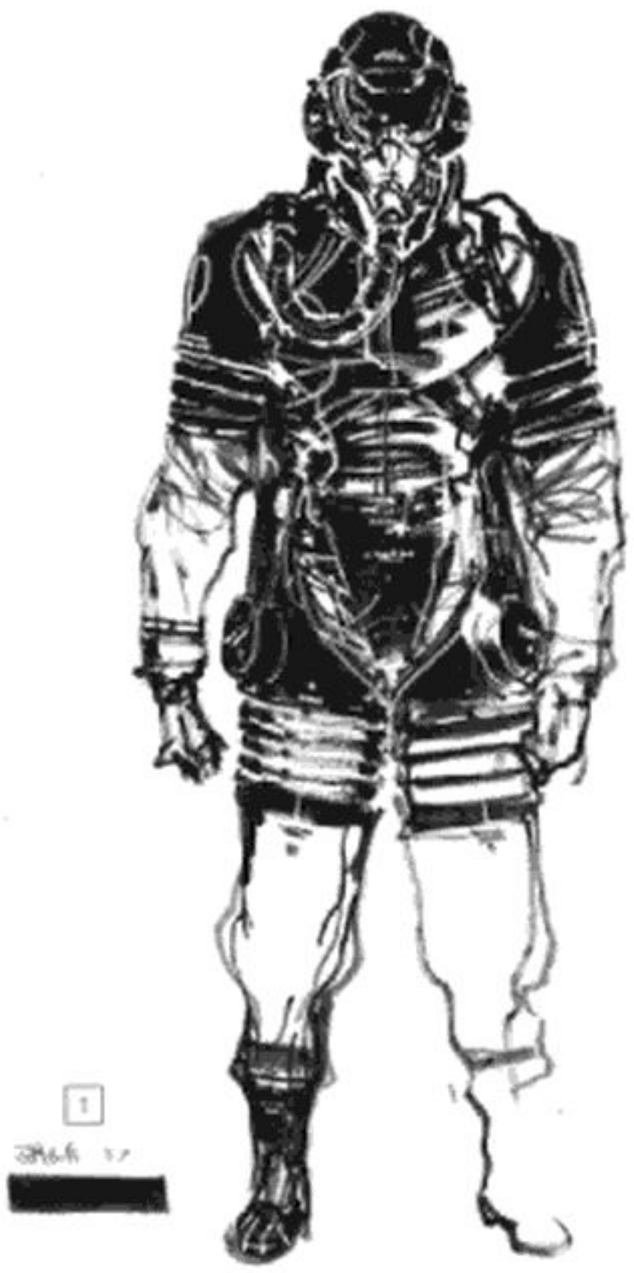
HUI

A 1. Red
2. Huey impressions

Матеріал, захищений авторським правом

Soldiers

A



B

C

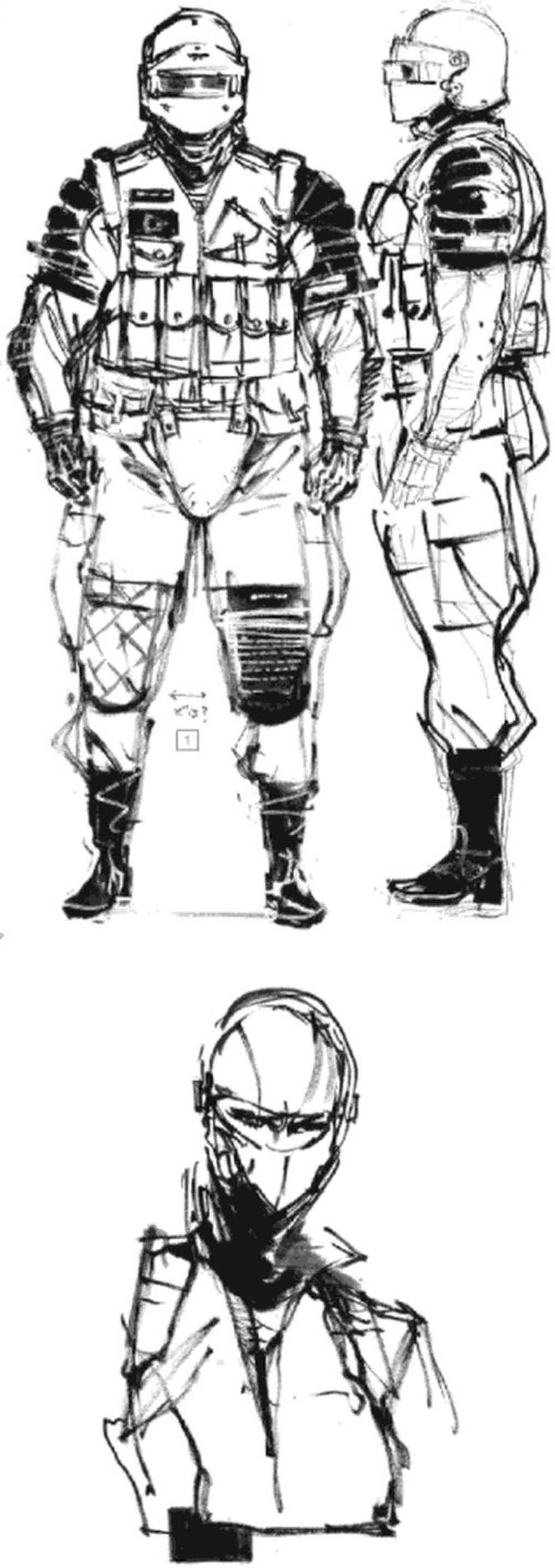
A 1. Heavy infantry rough

B 1. US Army—OD or leaf pattern + blue
2. Russian Army—summer camouflage or black + red
3. Contra—khaki/yellow
4. Base color/secondary color

C 1. Patch of previous squad on left shoulder
2. No patch on left shoulder
3. Face guard looks like this when raised
4. Spy harness
5. Shoulder armor plate
6. Knee supporter
7. Direct action shirt version 2
8. Outer Heaven female soldier
9. Battle dress uniform

Матеріал, захищений авторським правом

A



1

2

B

1

C

1

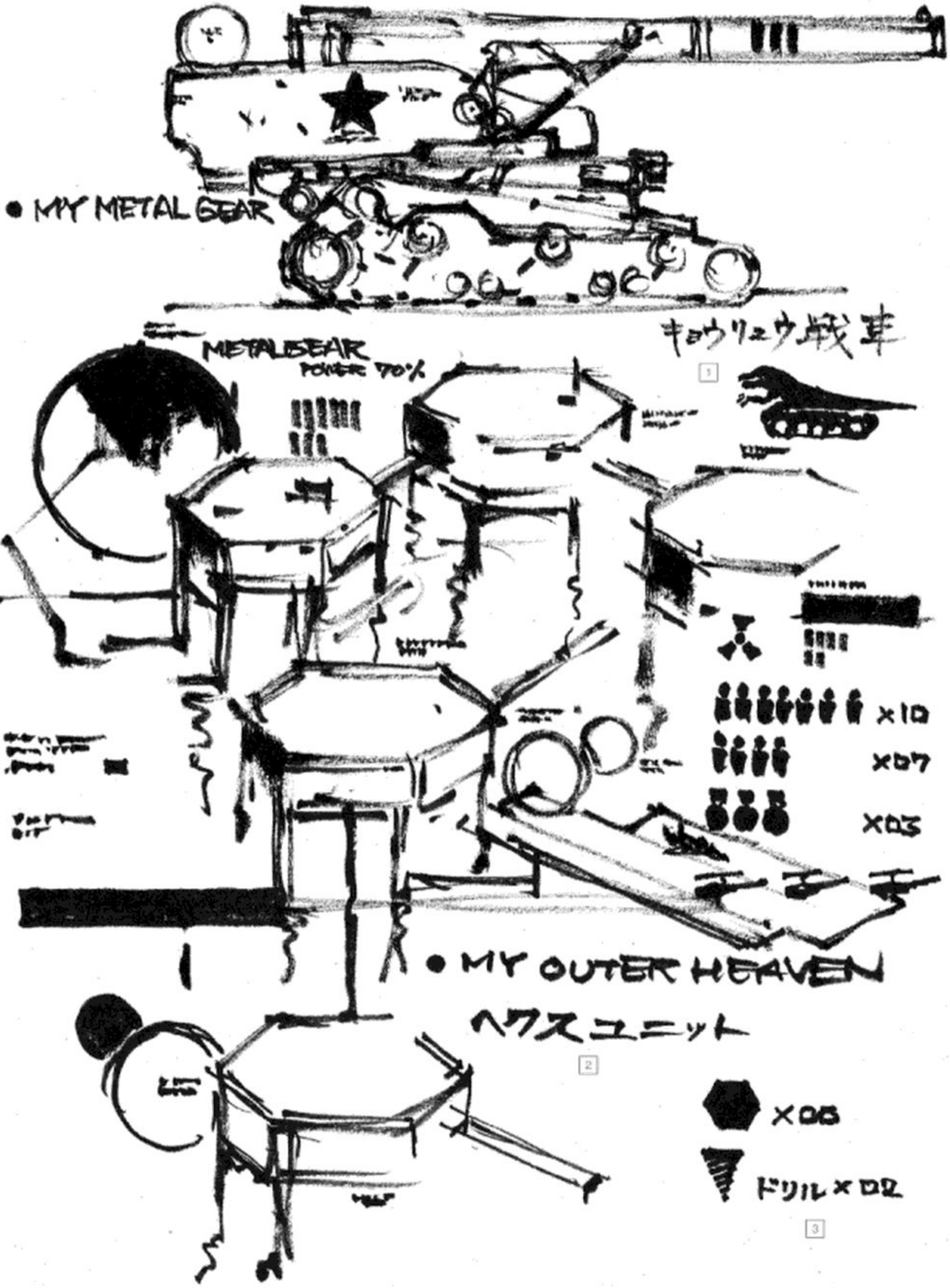
A 1. Which?
2. Russian soldier rough

B 1. Russian Blue Tiger

C 1. Heavy infantry rough

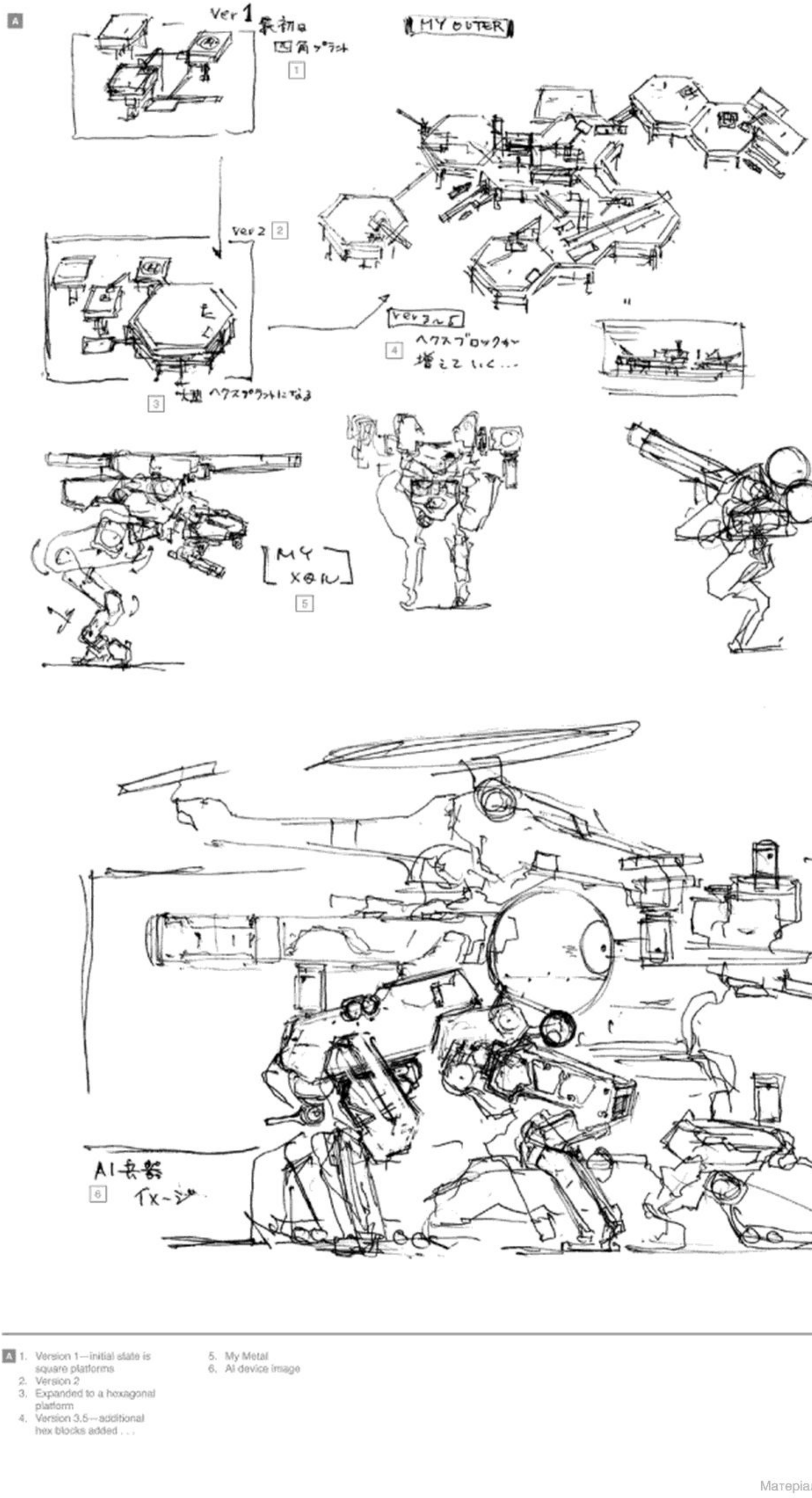
Матеріал, захищений авторським правом

A



A 1. Dinosaur tank
2. My Outer Heaven hex unit
3. Drill x2

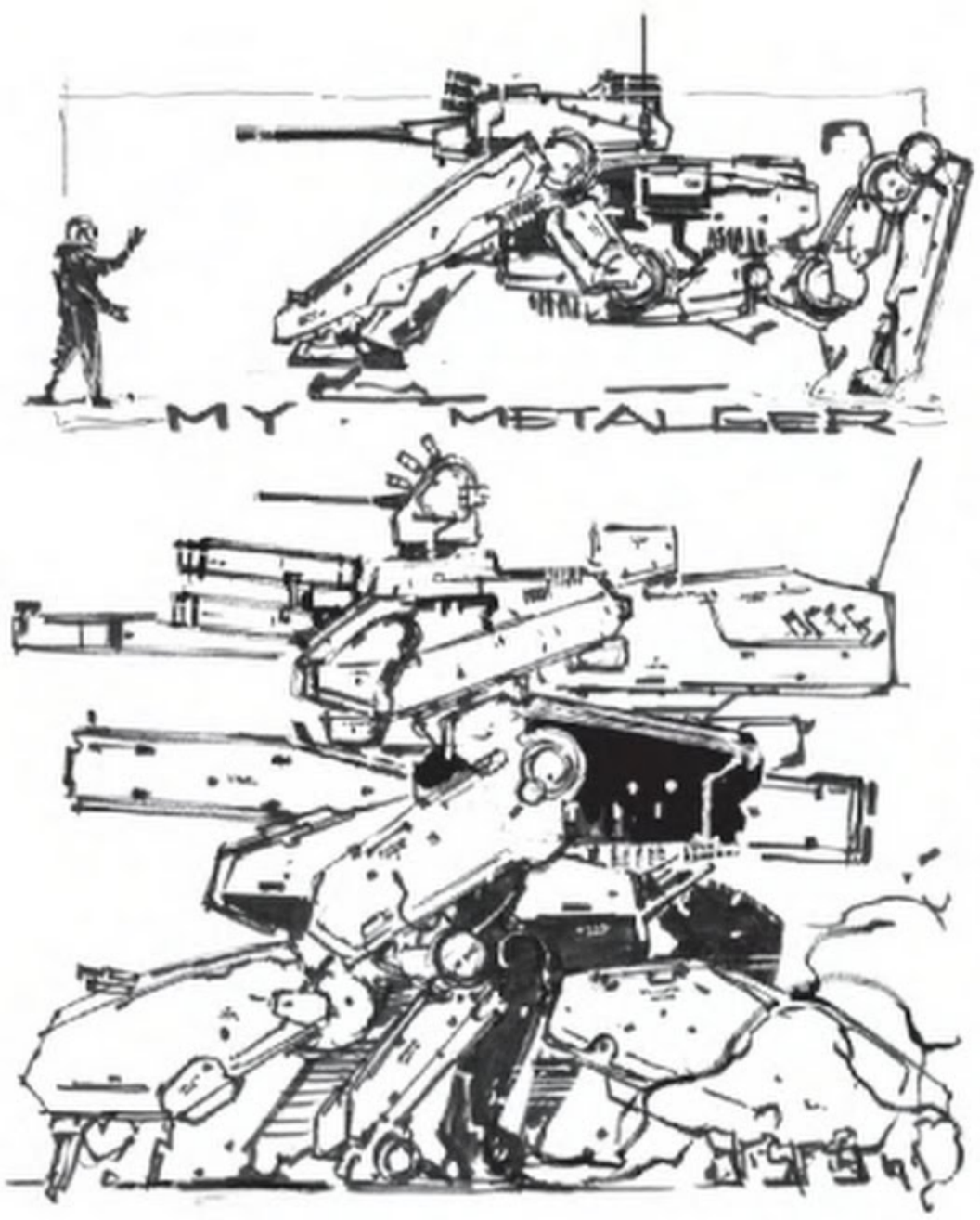
Матеріал, захищений авторським правом

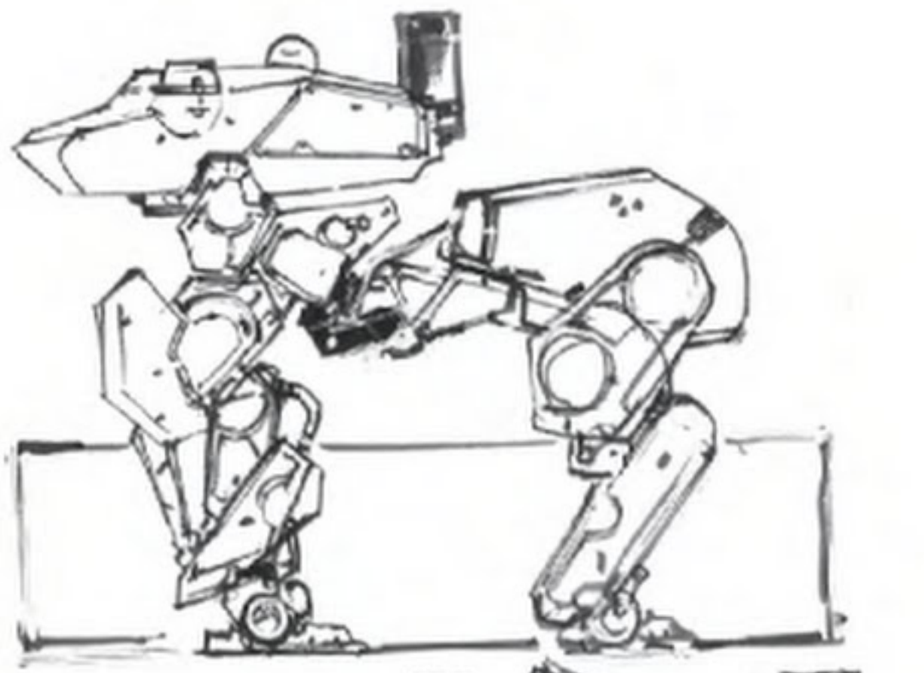


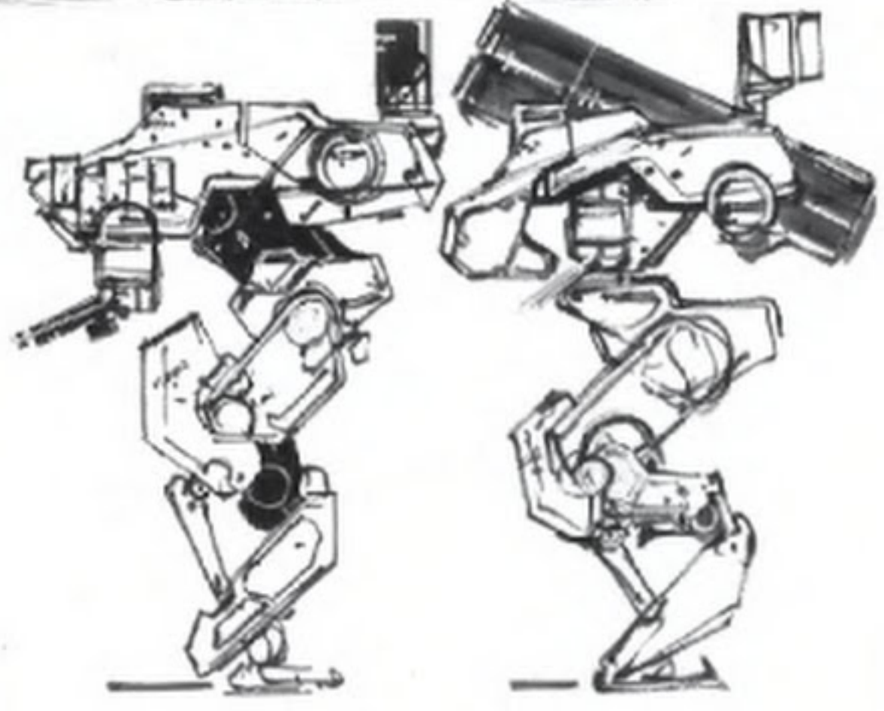
A 1. Version 1—initial state is square platforms
2. Version 2
3. Expanded to a hexagonal platform
4. Version 3.5—additional hex blocks added . . .
5. My Metal
6. AI device image

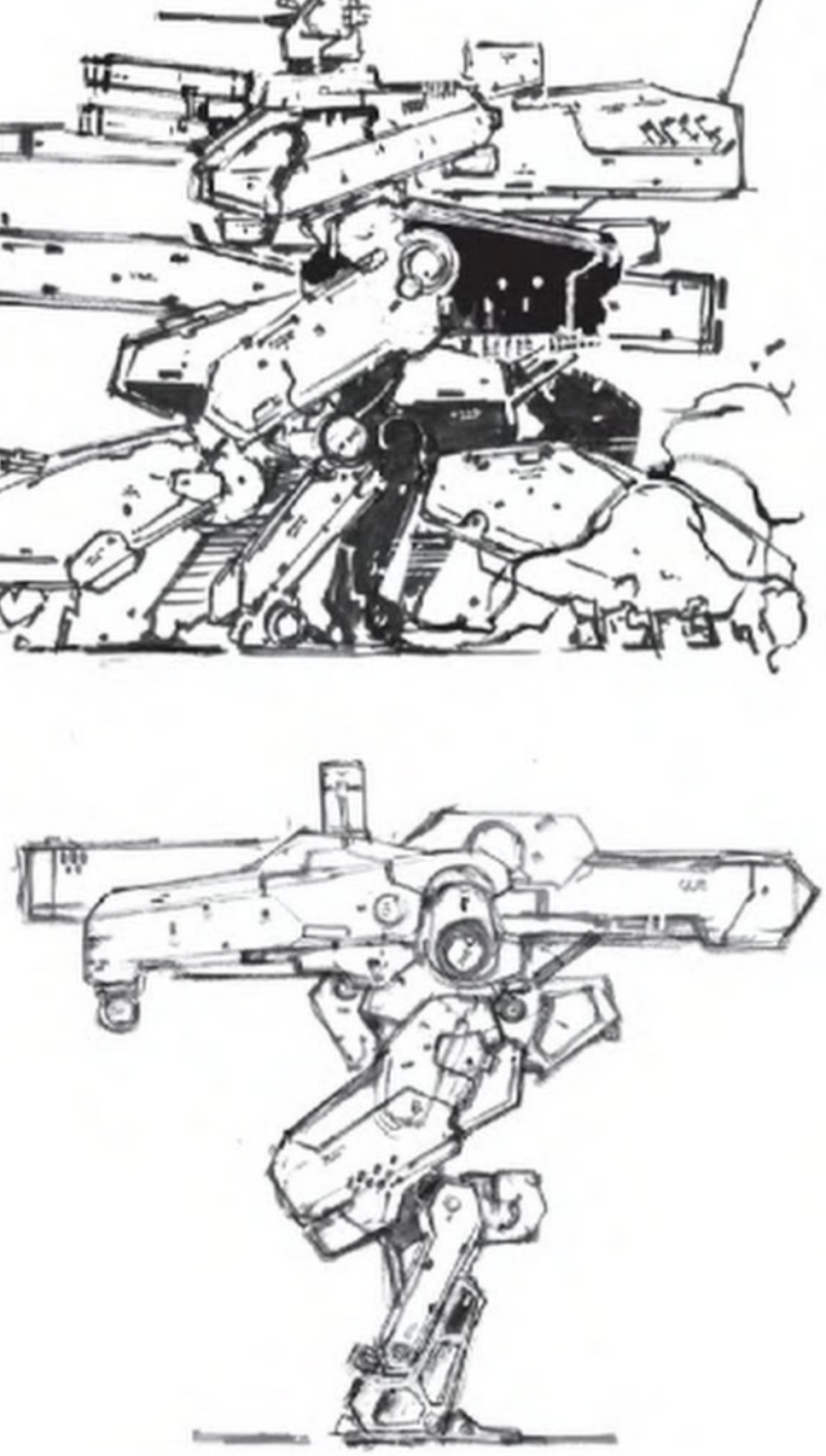
Матеріал, захищений авторським правом

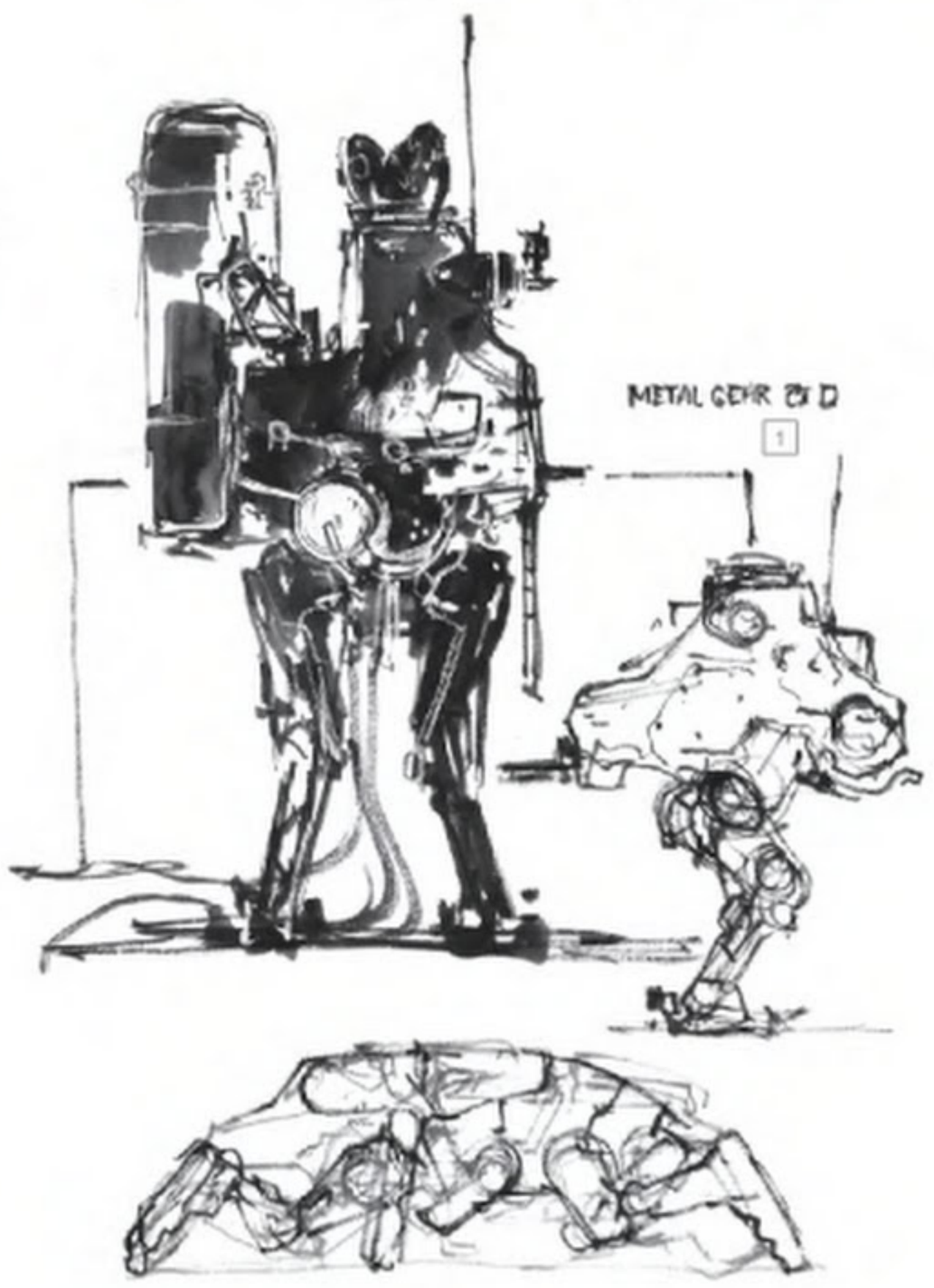
A





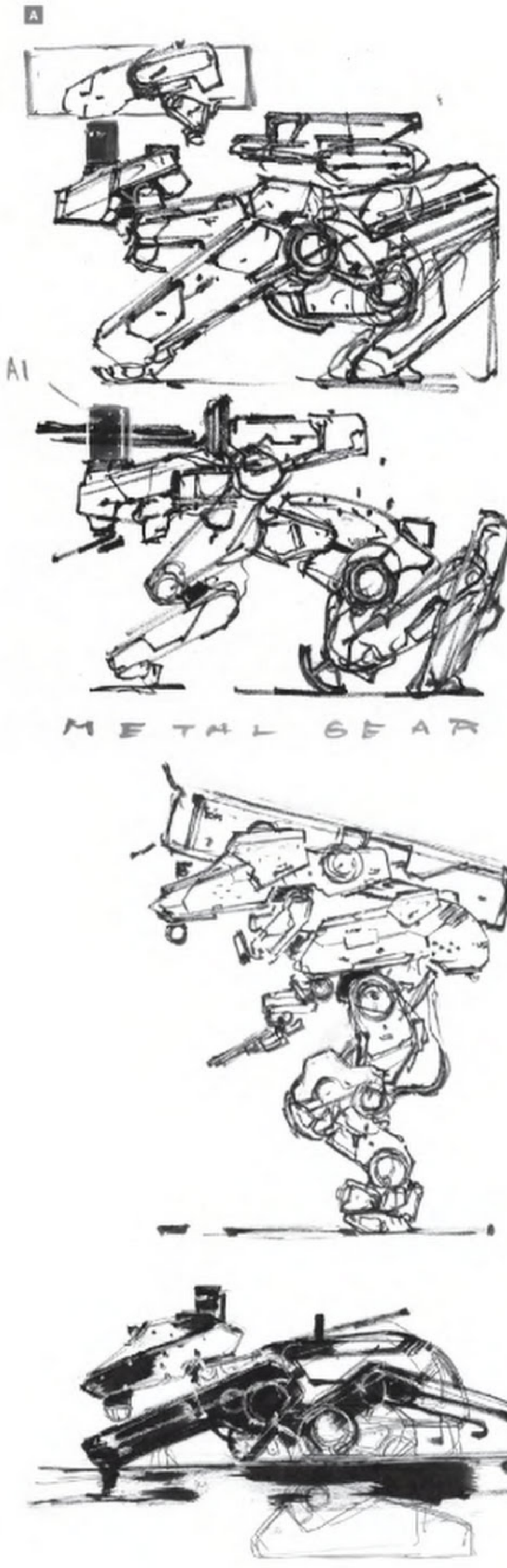


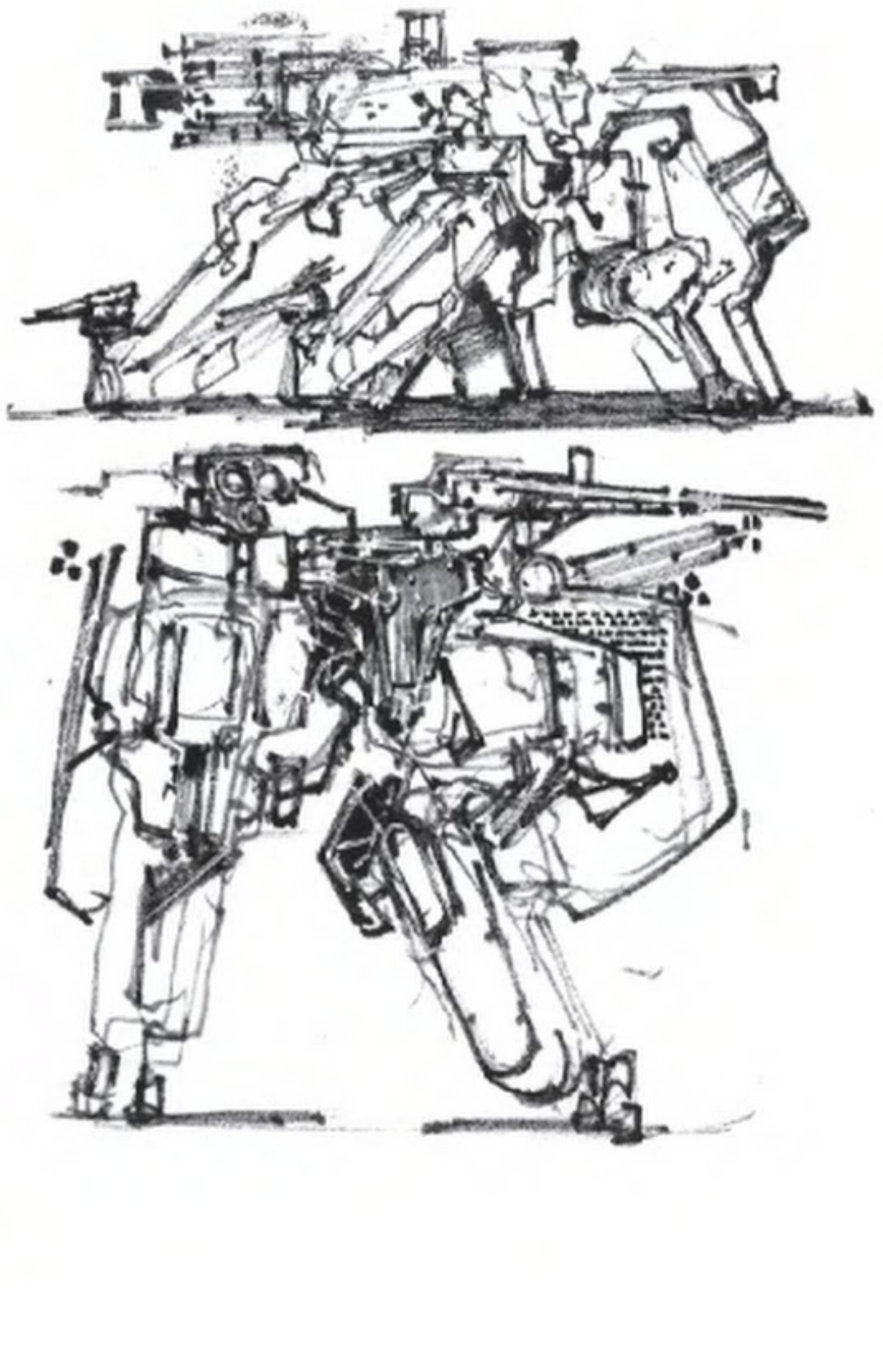




A 1. Metal Gear revision D

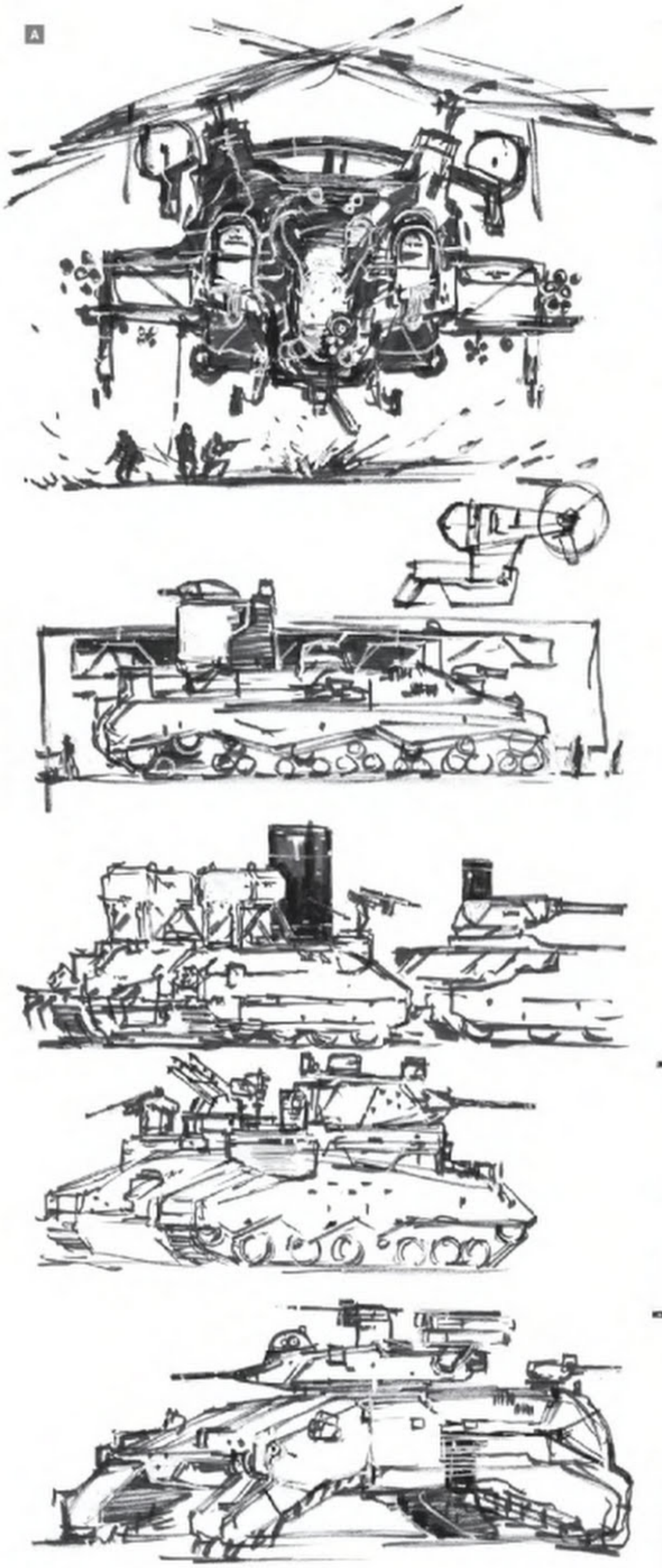
Матеріал, захищений авторським правом

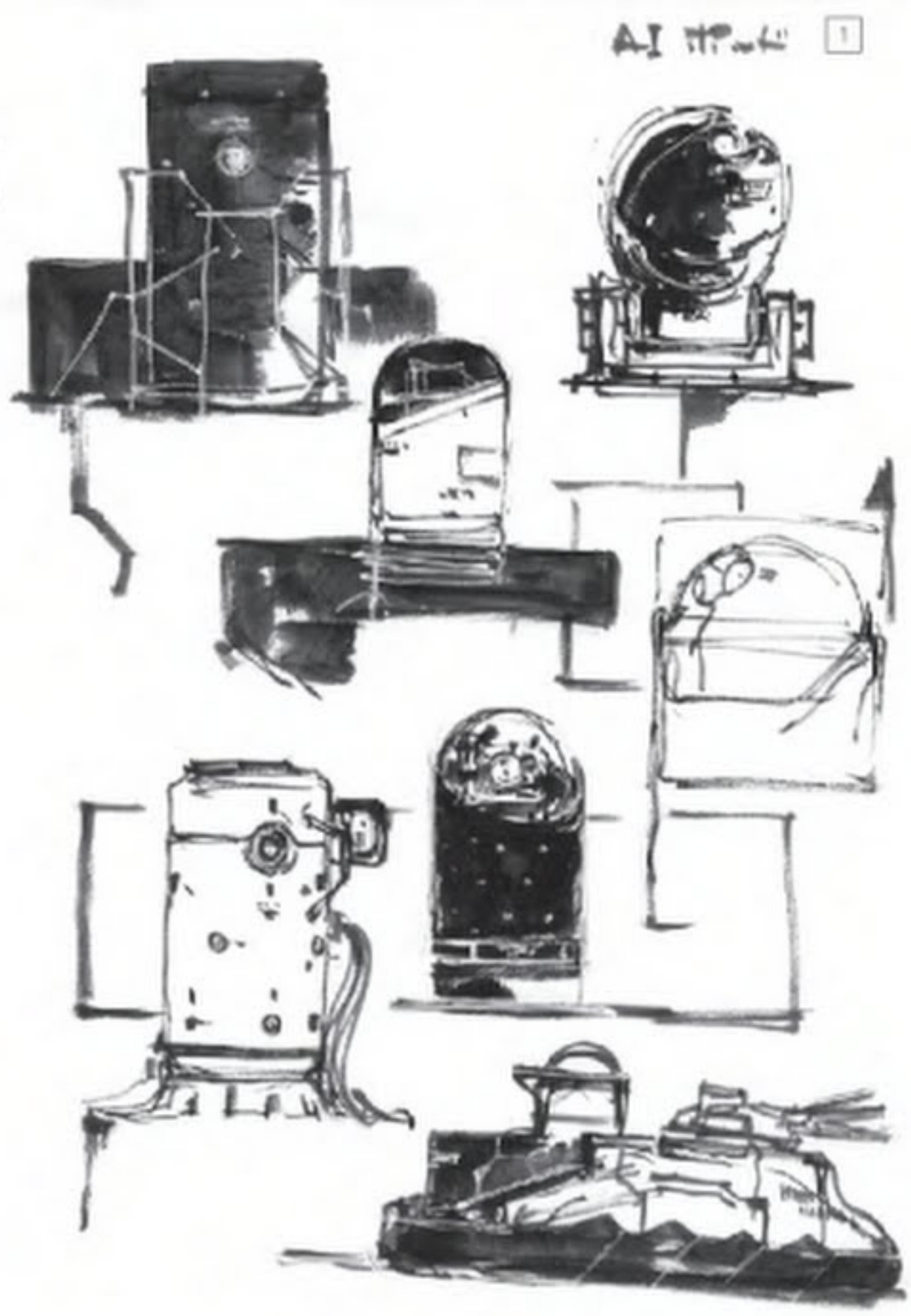




A 1. Rugged image

Матеріал, захищений авторським правом

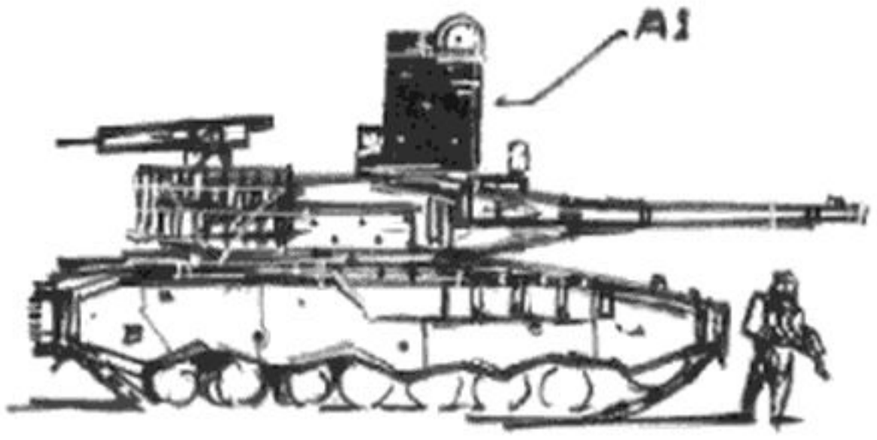


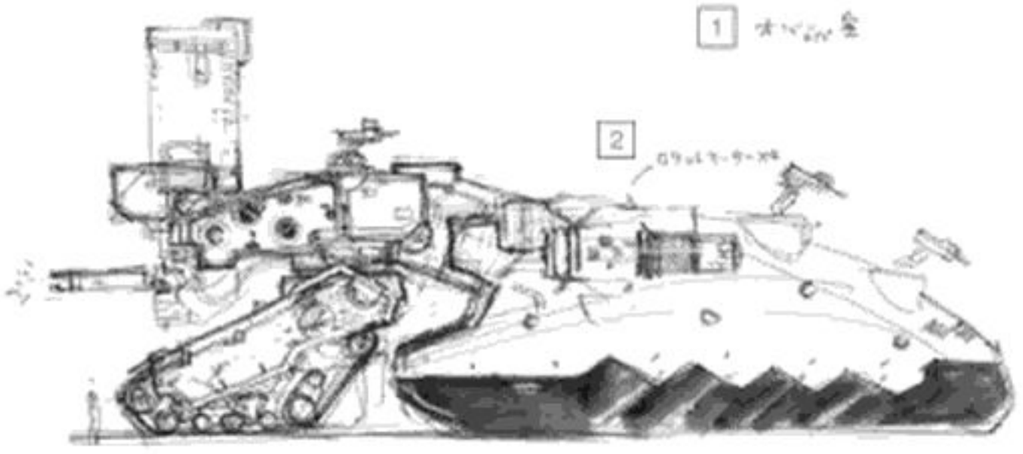


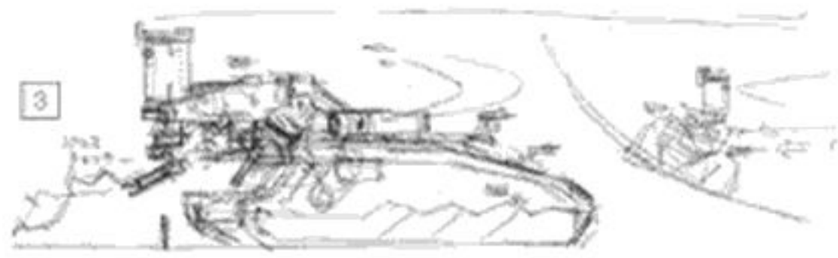
A 1. AI pod

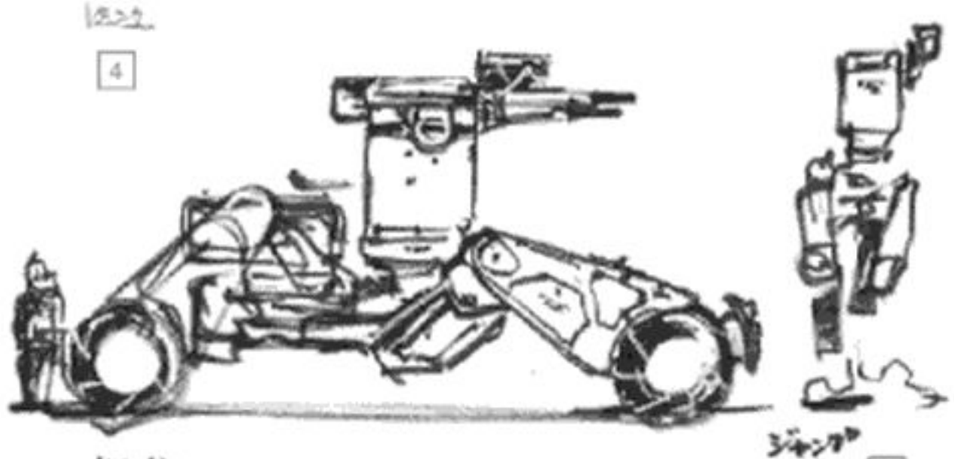
Матеріал, захищений авторським правом

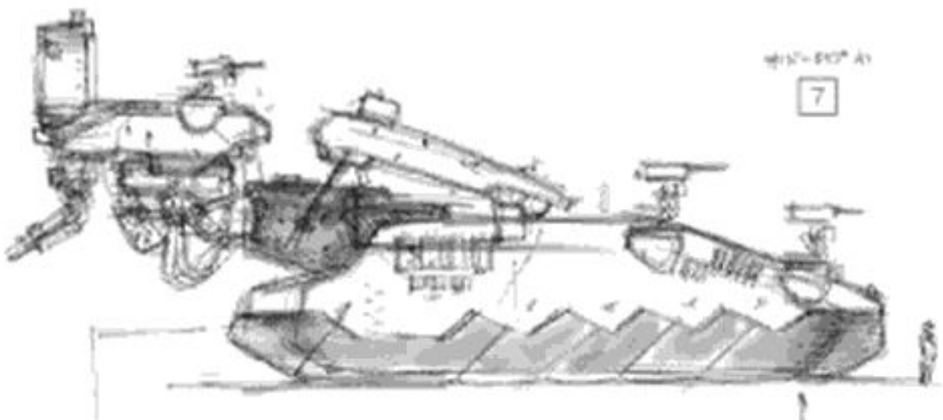
A

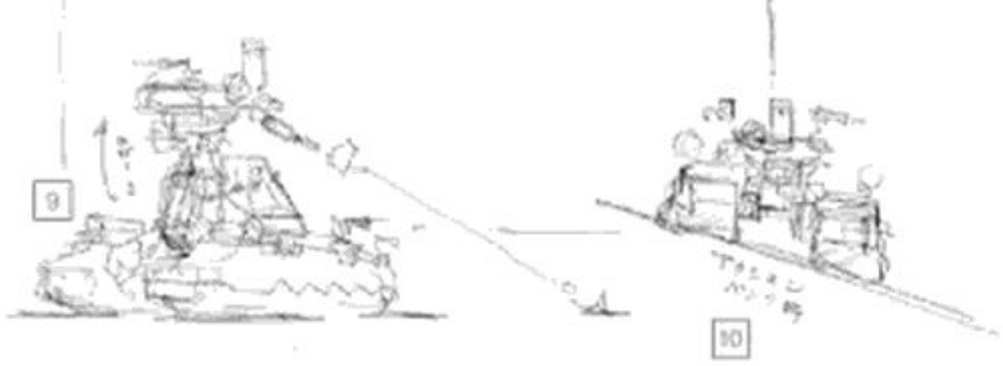


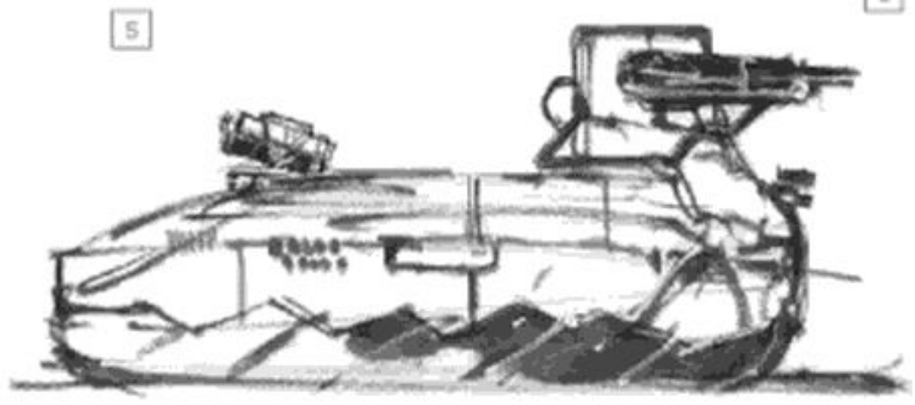


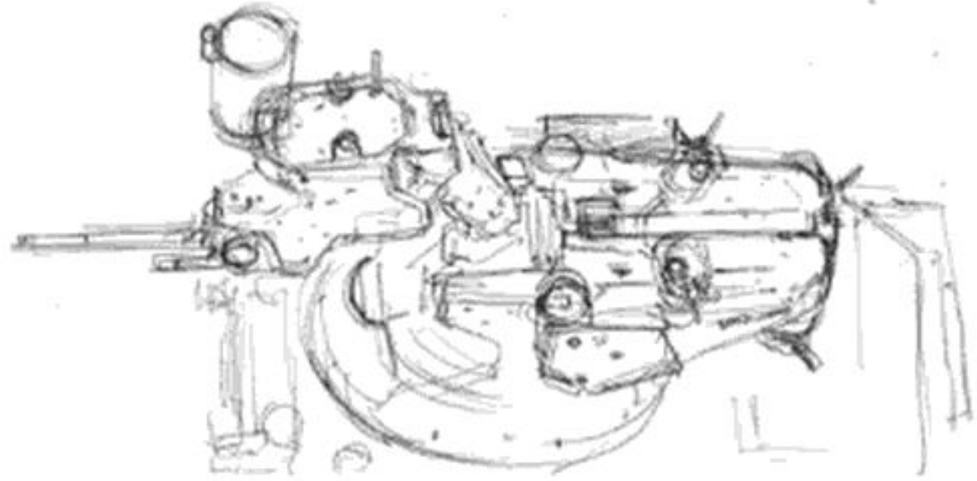


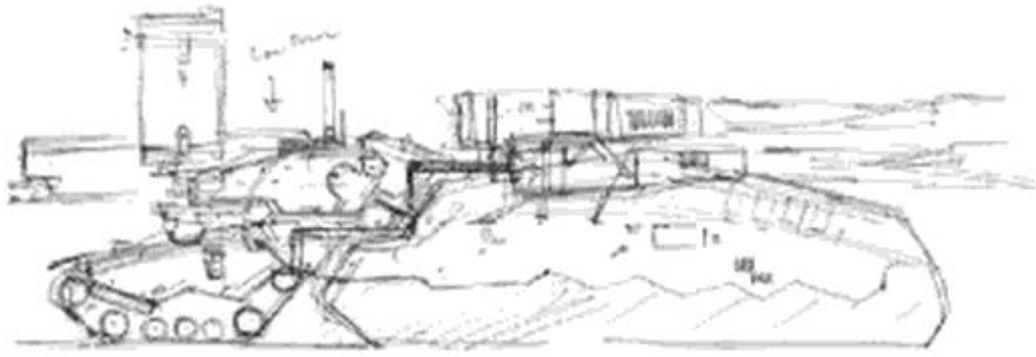


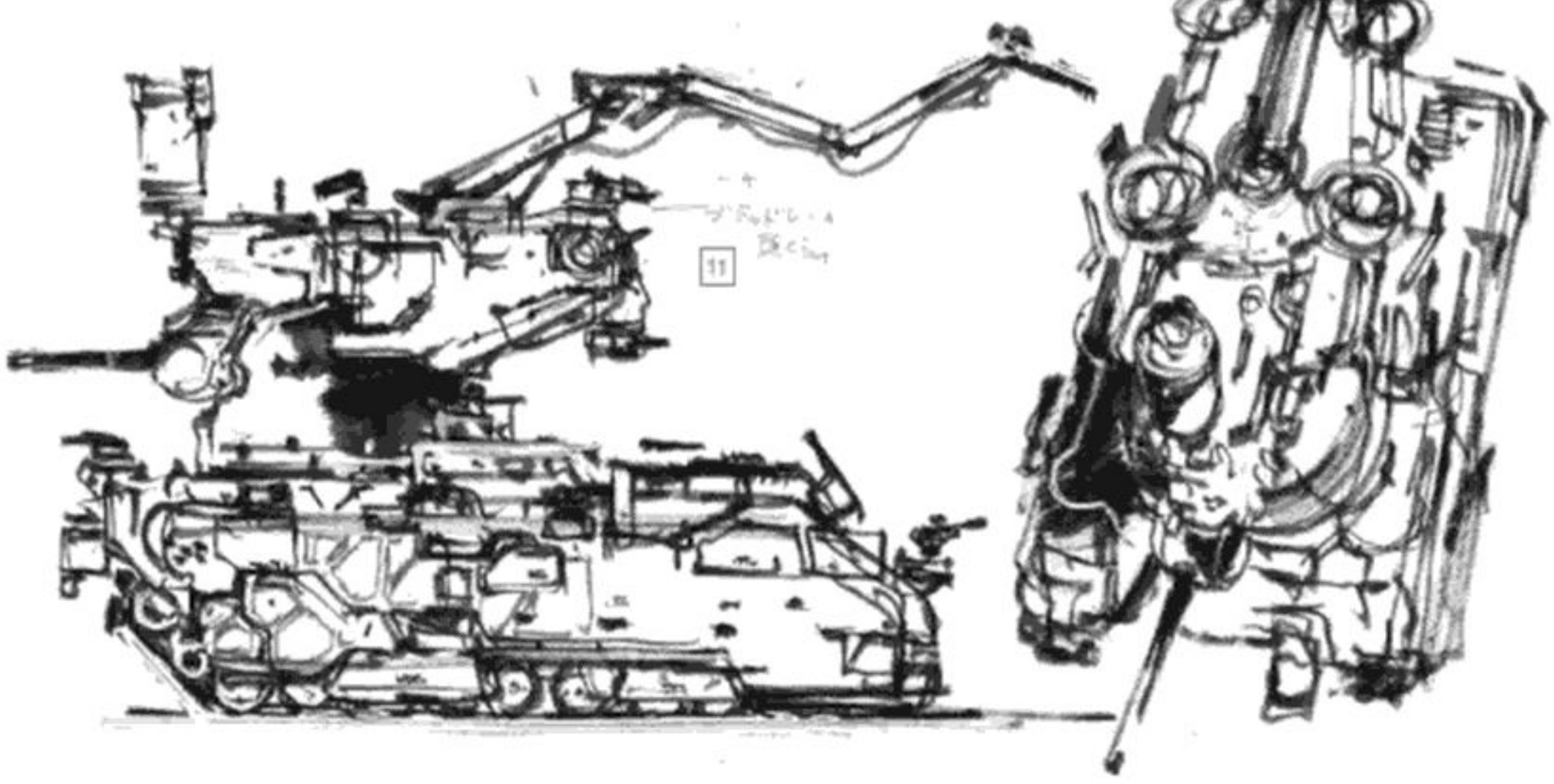








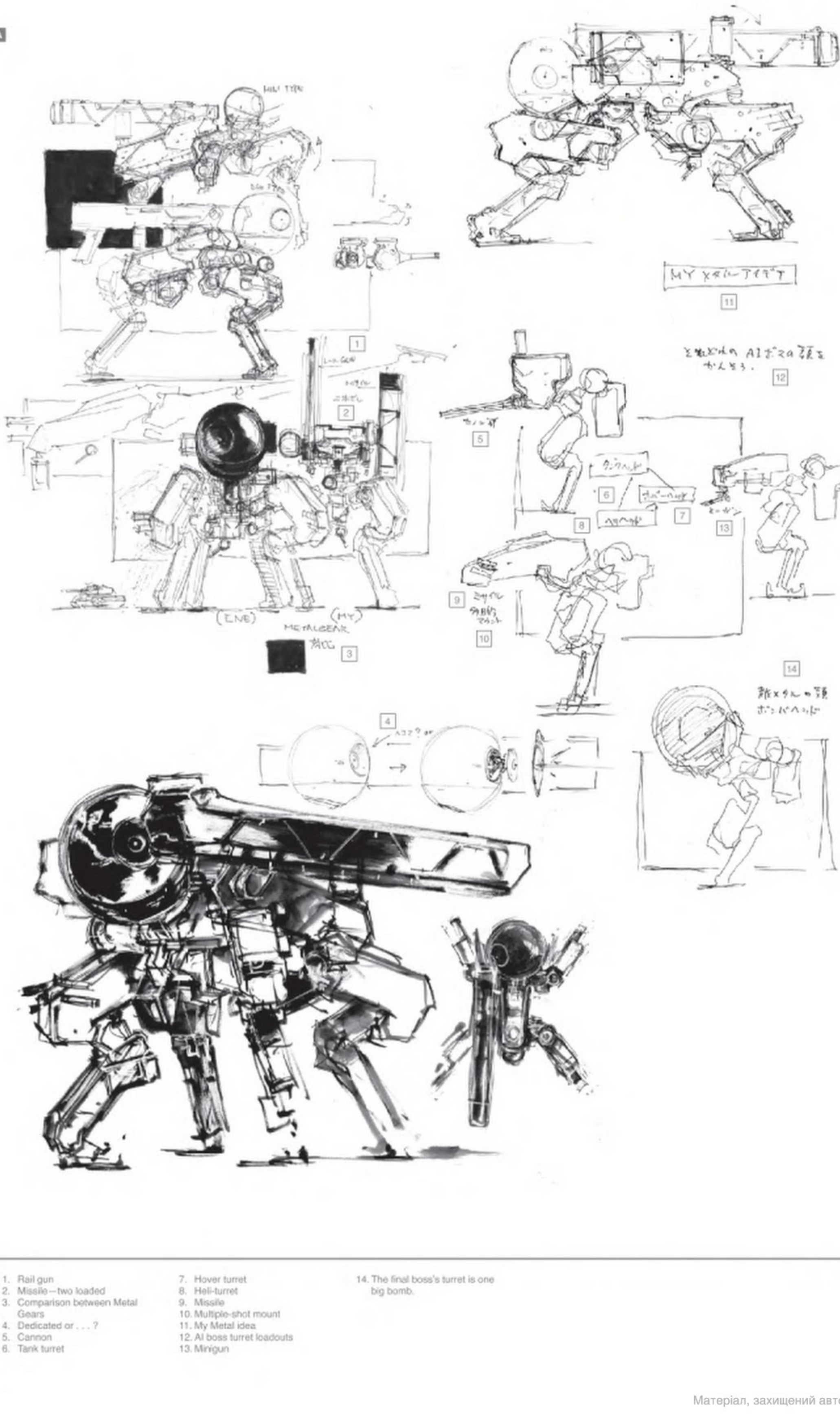




A 1. Hover-type model
2. Rocket motors x4
3. Pulse shocker
4. Tank
5. Vehicle
6. Jump
7. Hover-type AI
8. Hovertank
9. Elongates
10. Action when banking
11. About the size of an M2 Bradley's turret.

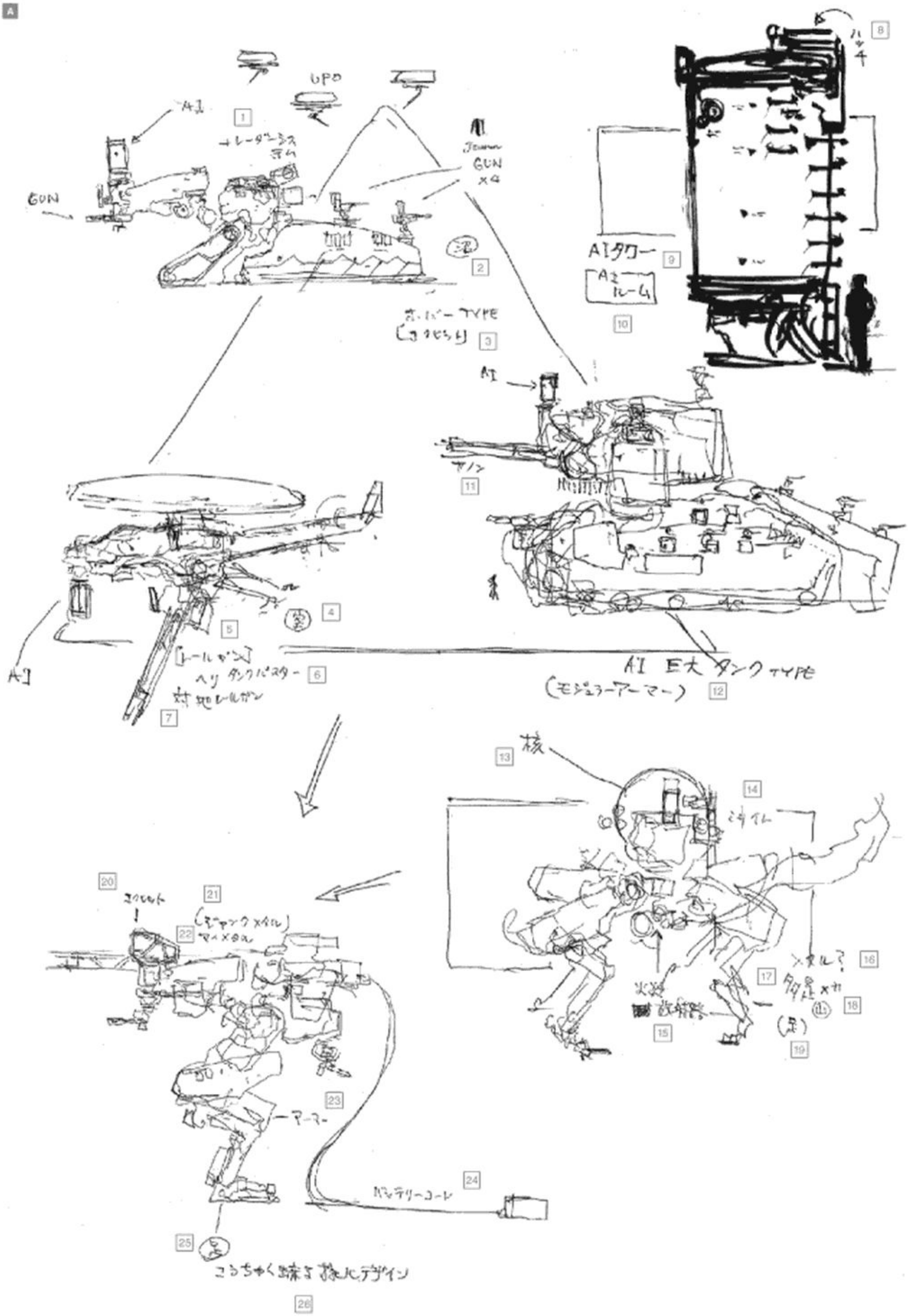
Матеріал, захищений авторським правом

A



A 1. Rail gun
2. Missile—two loaded
3. Comparison between Metal Gears
4. Dedicated or . . . ?
5. Cannon
6. Tank turret
7. Hover turret
8. Heli-turret
9. Missile
10. Multiple-shot mount
11. My Metal idea
12. AI boss turret loadouts
13. Minigun
14. The final boss's turret is one big bomb.

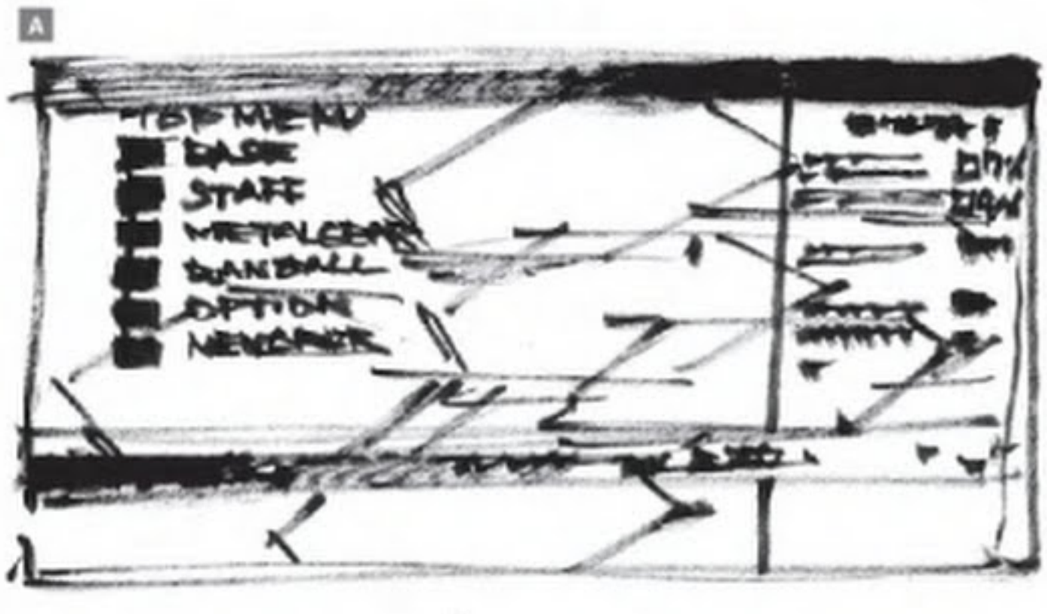
Матеріал, захищений авторським правом

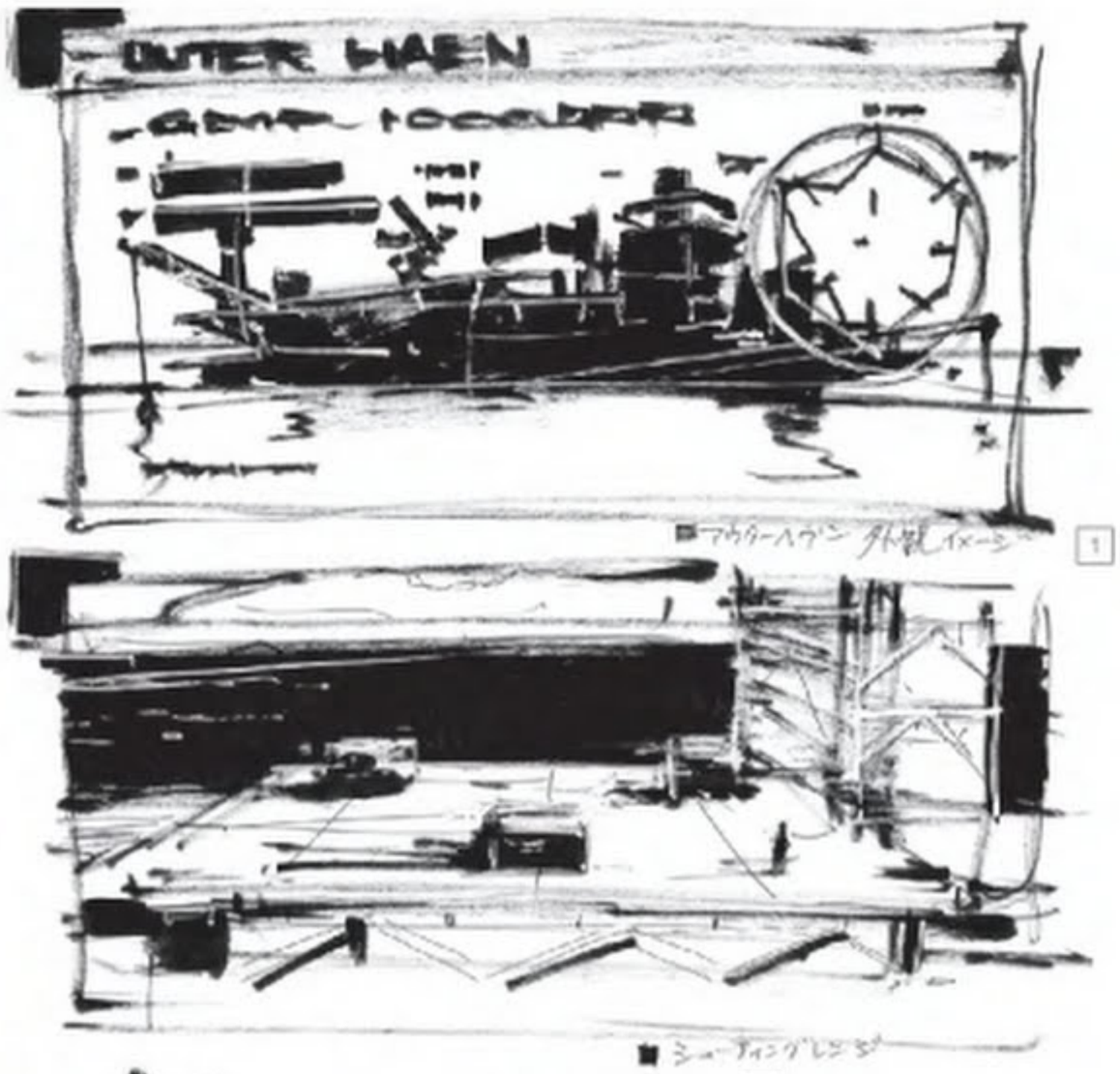


A 1. Raiders system
2. Marsh
3. Hover type [cockpit]
4. Air
5. Rail gun
6. Heli tank buster
7. Air-to-ground rail gun
8. Hatch
9. AI tower
10. AI room
11. Cannon
12. AI large tank type (modular armor)
13. Nuclear
14. Missile
15. Heavy flamer weapon
16. Metal?
17. Multipede mecha
18. Mountain
19. Foot
20. Cockpit
21. Junk Metal
22. My Metal
23. Armor
24. Battery cord
25. Foot
26. Jump landing design

Матеріал, захищений авторським правом

A

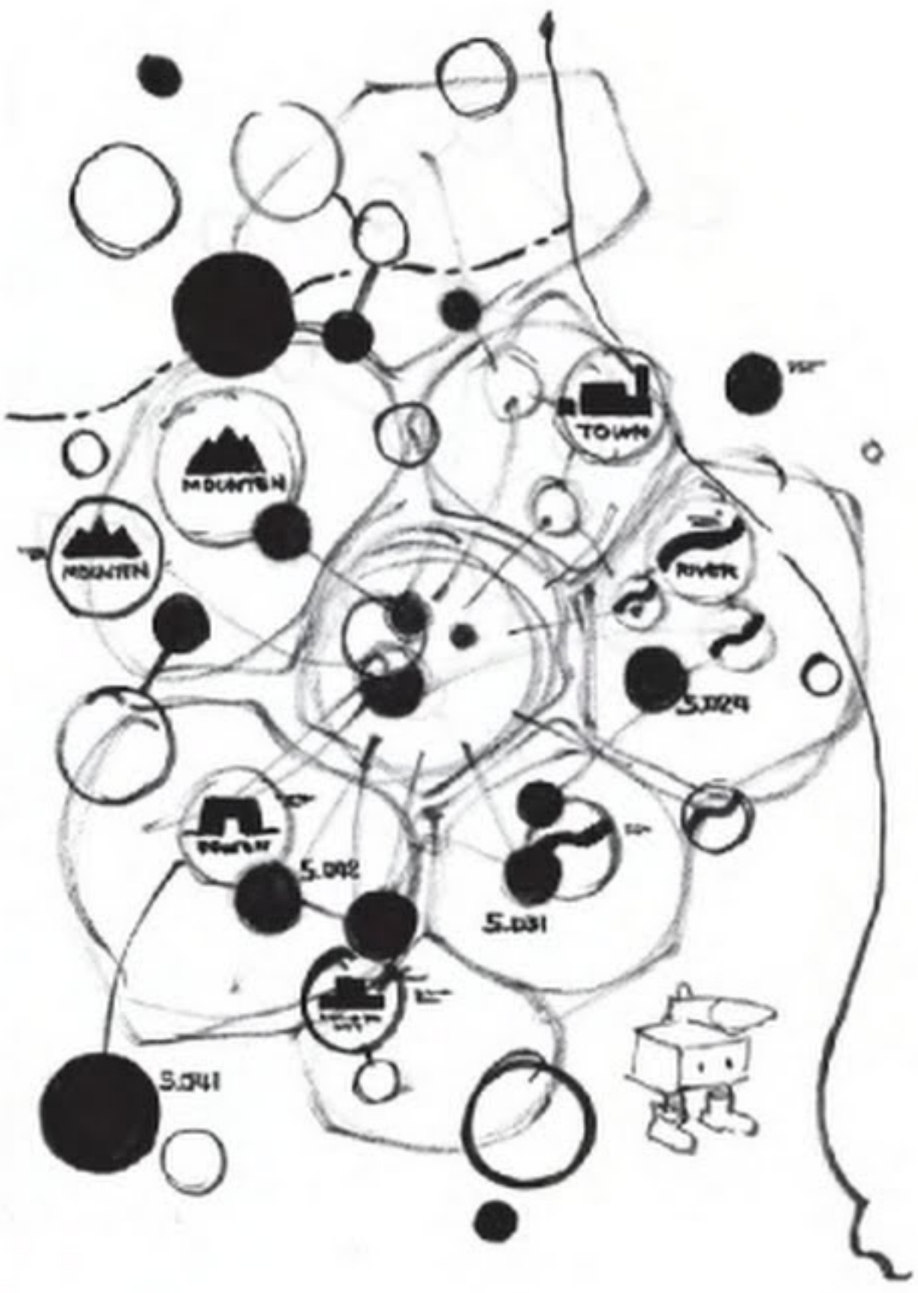




B

1 スネーク アバター (コープモード時の協力プレイヤーの顔)
真実の顔 2

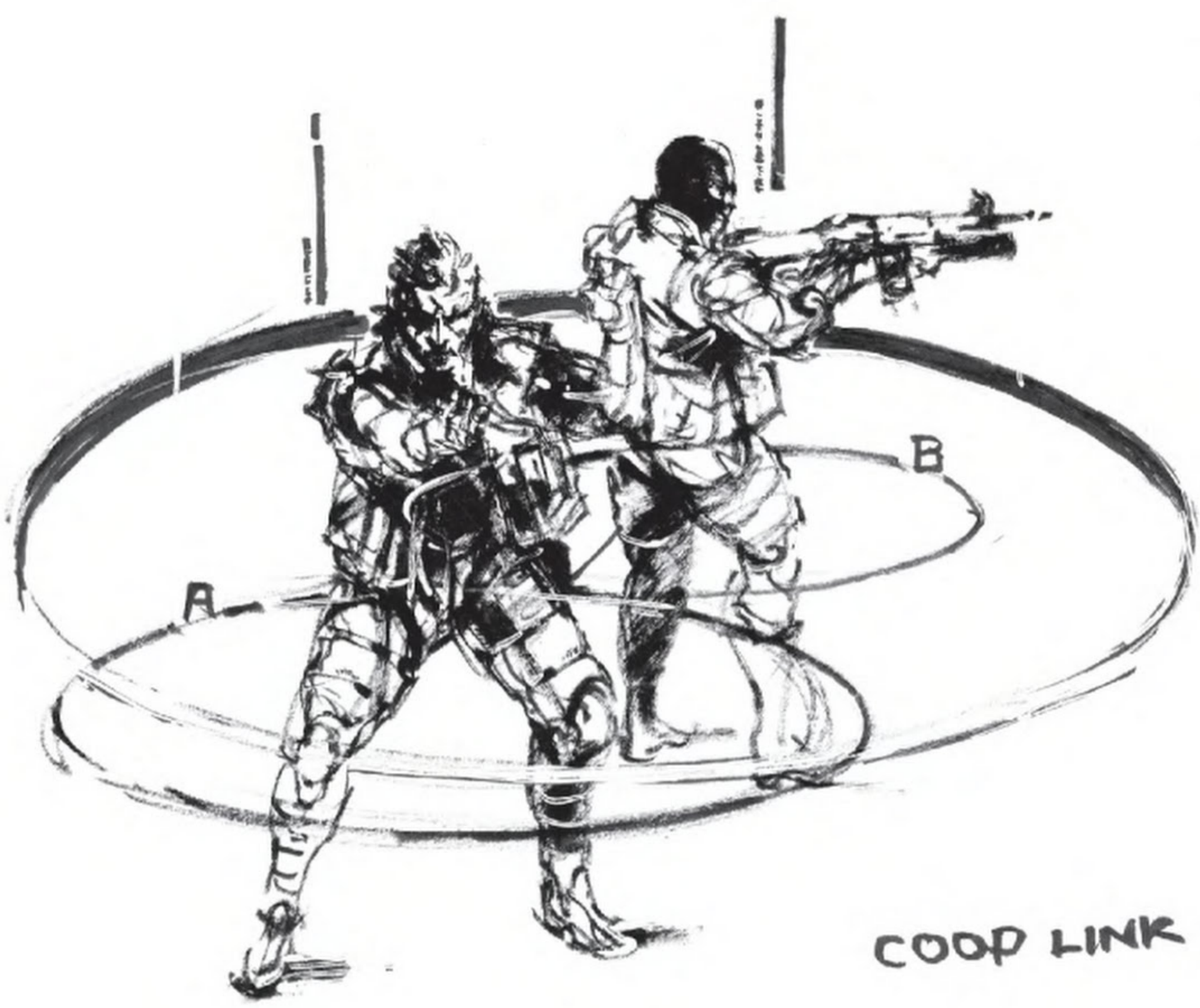
スネークの顔で、悪いスネーク、デブスネーク、やさしいスネーク……
3 ゲバラスネーク



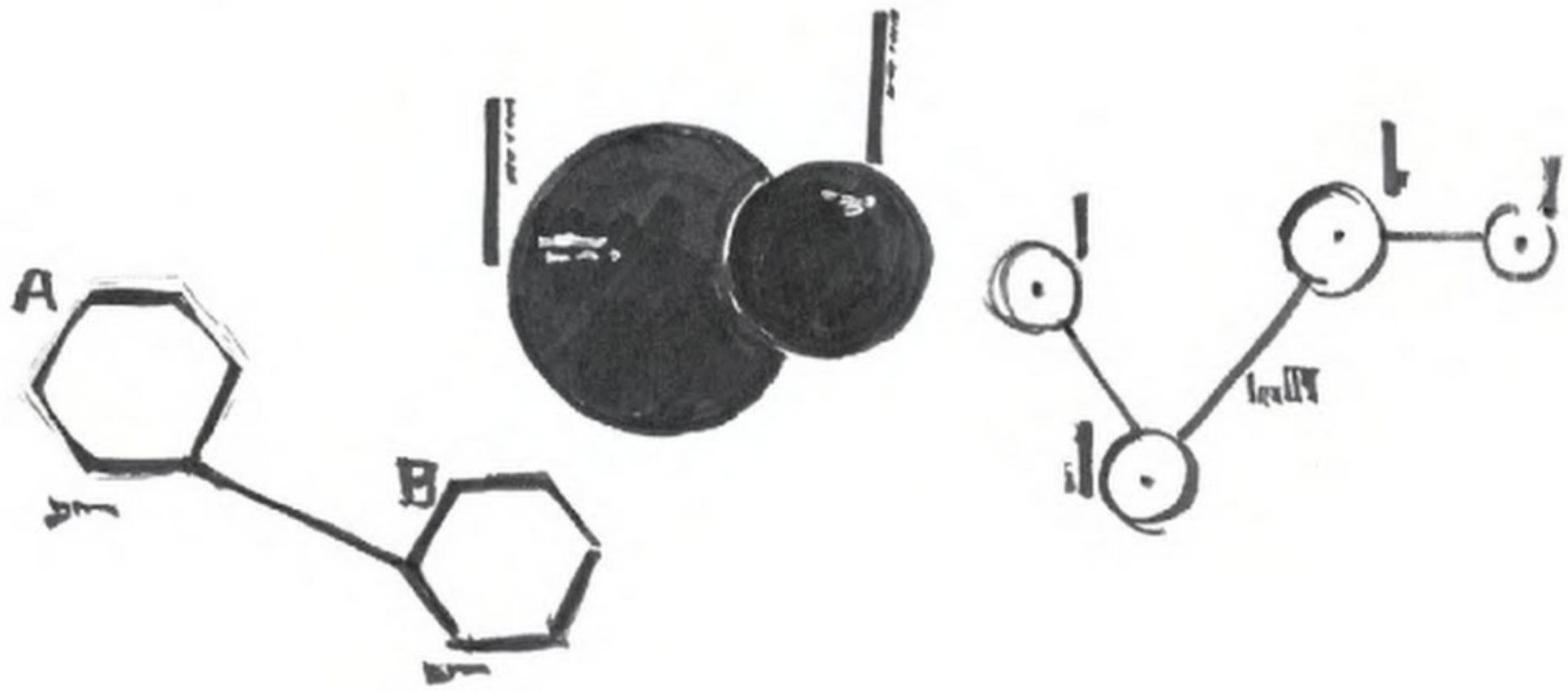
A 1. Outer Heaven outside view
2. Shooting range
3. "*My* Outer Heaven" game screen image

B 1. Snake—avatar (in co-op mode, using cooperative player functionality).
2. Actual face
3. Snake's faces: bad guy Snake, fat Snake, kind Snake . . . Che Guevara Snake
4. Che Guevara beard
5. Etc. . . .

Матеріал, захищений авторським правом



COOP LINK



Матеріал, захищений авторським правом

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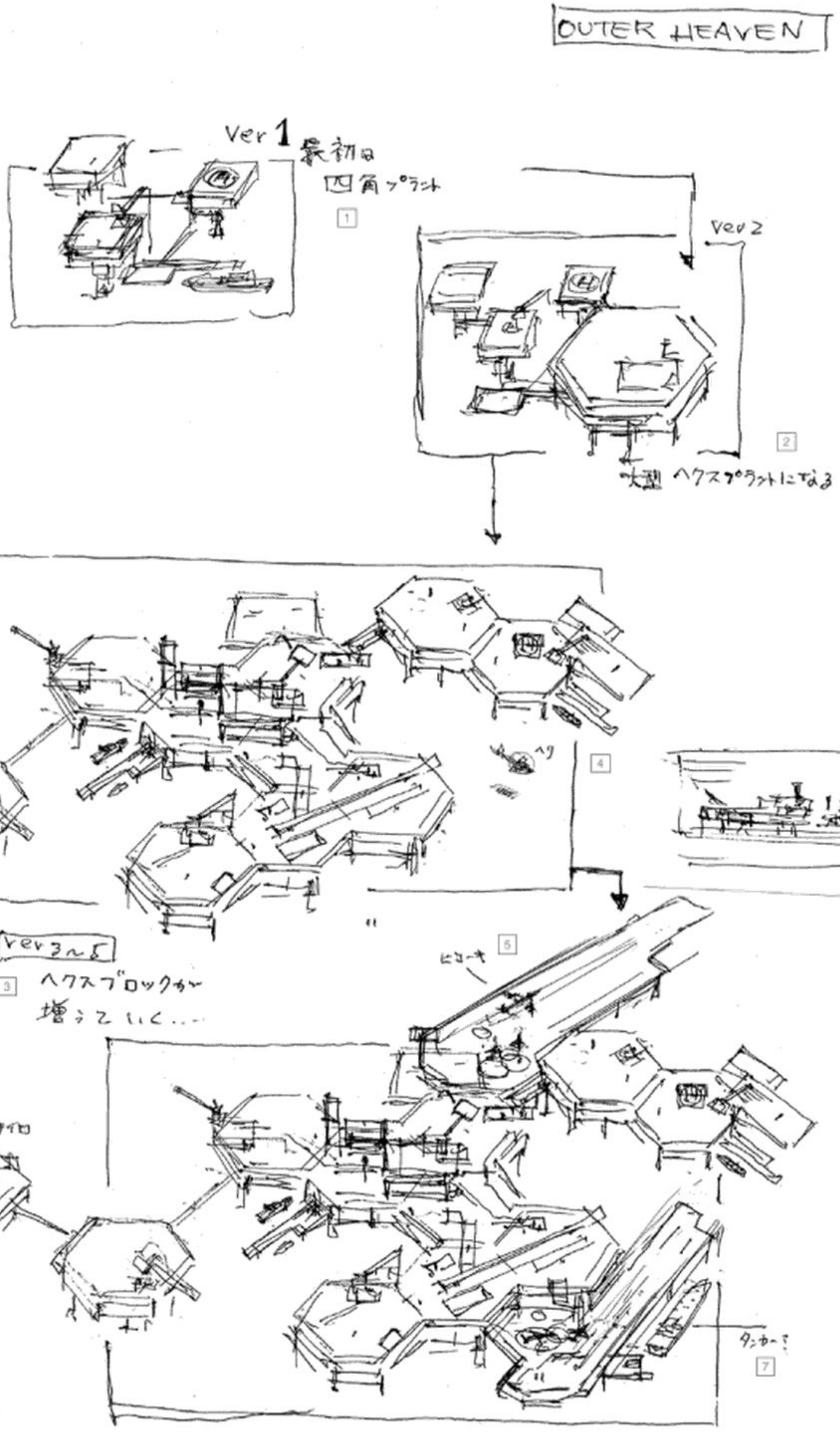


A 1. Version 1: Initial state is square platforms.
2. Version 2: Expanded to a hexagonal platform.
3. Versions 3–5: Additional hex blocks added.
4. Helicopter
5. Airplane
6. Missile silo
7. Tanker?

Матеріал, захищений авторським правом

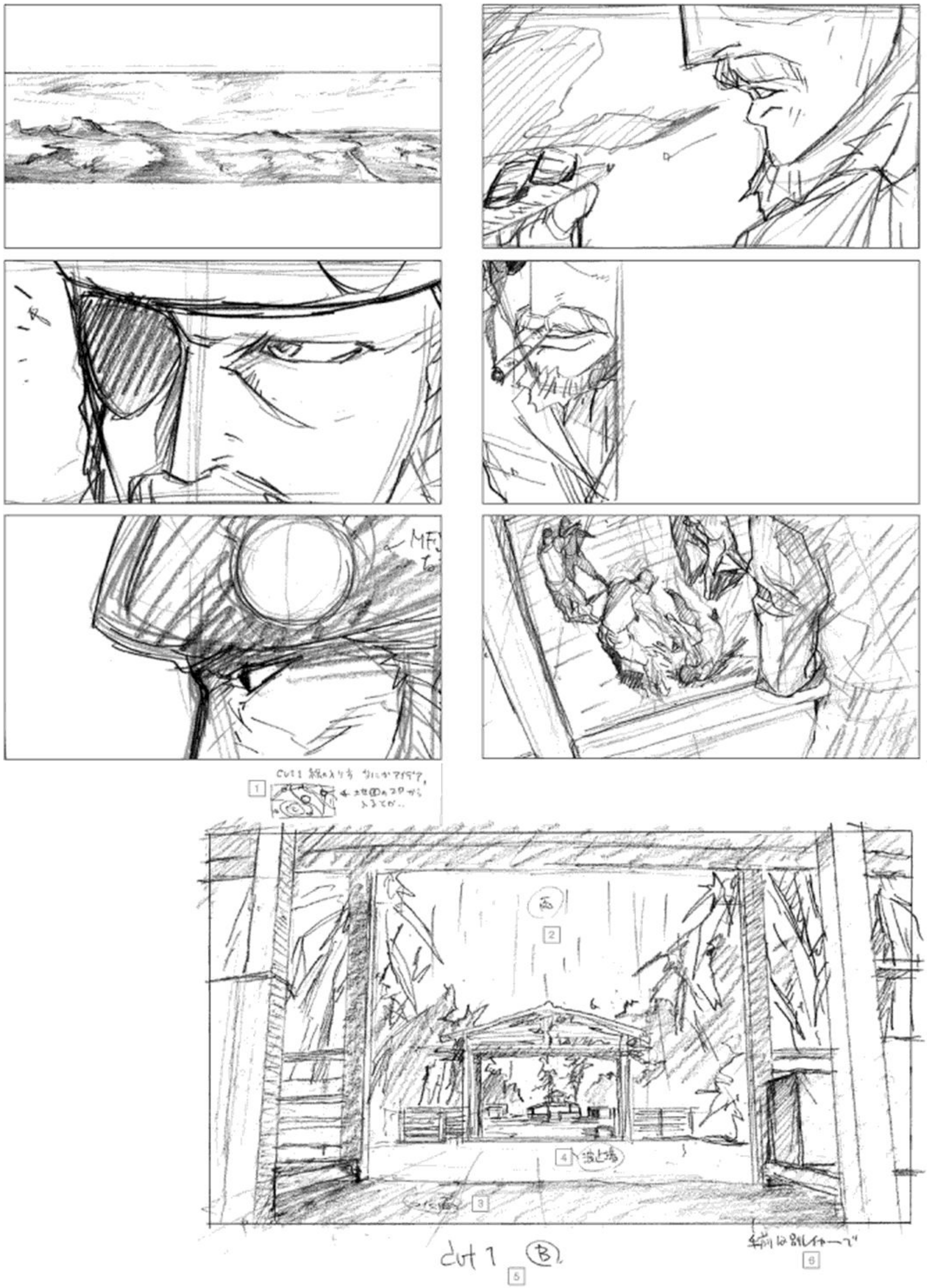
A

ユープリング'

1

1. Co-op ring

Матеріал, захищений авторським правом



A 1. Prototype storyboards Cut 1—any idea how to bring this into the picture? Like bringing it in from another 2D element?
2. Rain
3. Surface level
4. Dock
5. Cut 1-B
6. Use a different layer for foreground.

Матеріал, захищений авторським правом

A

A 1. Surprised
2. However you want to do this is fine. I think he should look annoyed.
3. Cut 12-B
4. Filthy, sweaty, and rainy.
5. Cut 12-A
6. I don't think we need to draw it at this size, but keep it atmospheric . . .
7. What kind of rain?
8. Falling is best.
9. After B, layer all the full-body pictures for interactive mode.
10. Use a different layer for the coat.
11. When close in, the coat's transparency is apparent.

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

ROUGH SKETCHES

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

Матеріал, захищений авторським правом

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president and publisher
Mike Richardson

editor
Ian Tucker

assistant editor
Megan Walker

designer
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digital art technician
Chris Horn

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JAPANESE EDITION

creative director
Hideo Kojima

art director and illustrator
Yoji Shinkawa

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THE ART OF METAL GEAR SOLID I-IV: STUDIO WORKS

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